X-MEN® SURVIVAL GUIDE TO THE MANSION™

Dear Student,

Welcome to the Xavier Institute for Higher Learning. This is the home, the training center – the very foundation – of the X-Men.

In practice, we are a relative handful of mutants dedicated to fighting on the behalf of a world that often fears and hates us. It would be dishonest if I did not concede the truth that relations between humans and mutantkind have been deteriorating over the past decade. For every mutant who is accepted into this group or appointed to the United States government's X-Factor program, another makes the evening news with a campaign of terror designed to enslave humanity or – as is often the case -- wipe the human race off the face of the Earth.

So why do we do it -- why do we dare to dream a dream of a better world? Why are we willing to sacrifice any semblance of a "normal" life to make that dream a reality? Why do we seek, against seemingly impossible odds, to change a cold, often indifferent society into one that is a better place, a better more tolerant place?

Because underneath the uniforms, behind the code names, and despite the genetic anomalies the rest of the world would call our "powers," there is no fundamental difference between us and those we seek to protect. Because despite the divisive ethnic slurs designed to separate and belittle us, we are – each and every one of us – humans.

Gifted humans.

Misunderstood humans.

Hunted and persecuted humans.

But humans nonetheless. And as humans I believe we have a responsibility to shepherd the change. A change where all the branches of humanity live together as one.

Some would say this is a naive dream. Or even a fool's quest. Perhaps. But I say, it is our only hope if we are all to survive.

Apparently you believe it too.

So welcome, X-Men both old and new.

Welcome to the dream.

Charles Xavier, PHD

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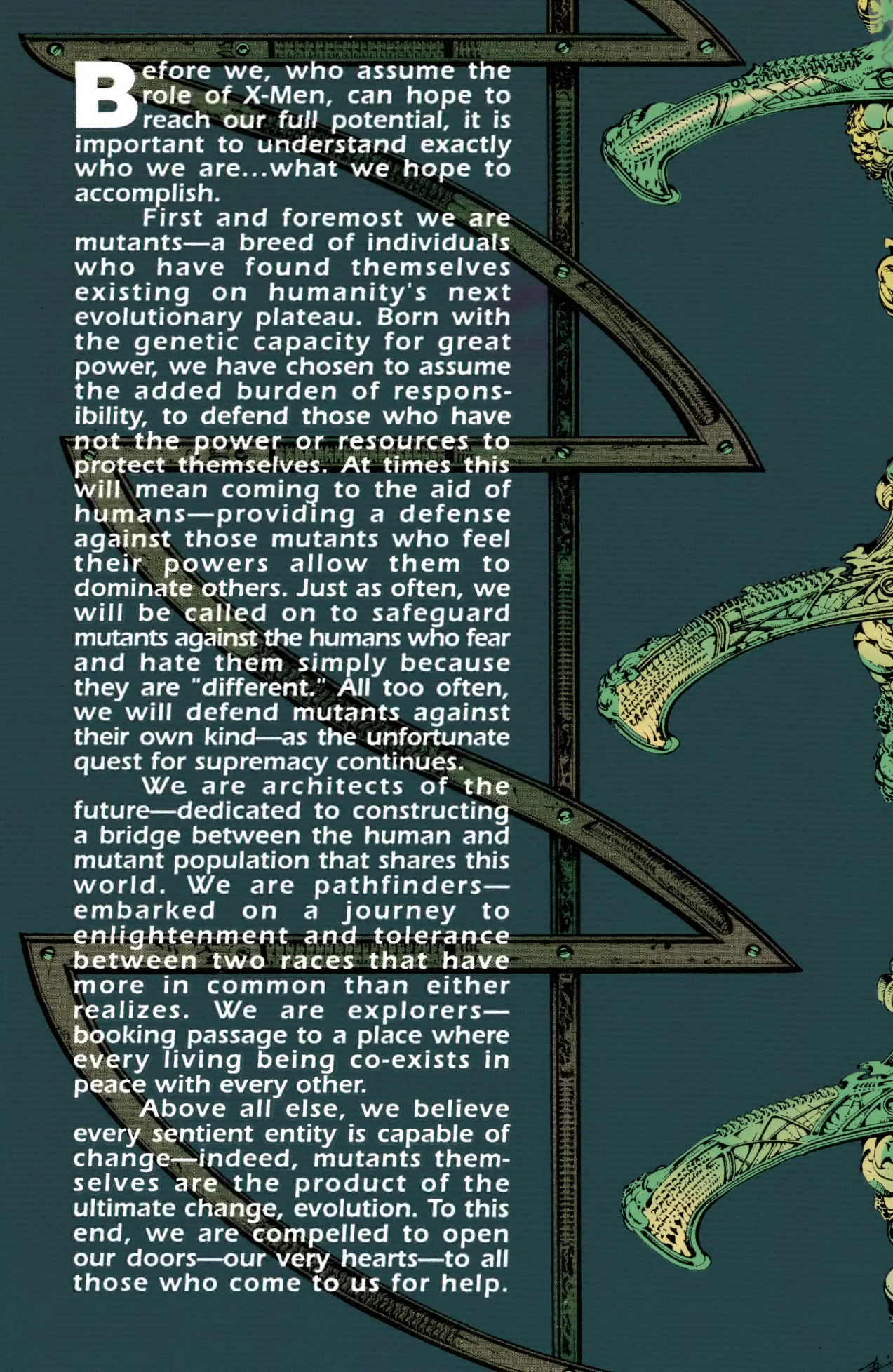
code
OF
ETHICS



Before we, who assume the role of X-Men, can hope to reach our full potential, it is important to understand exactly who we are...what we hope to accomplish.

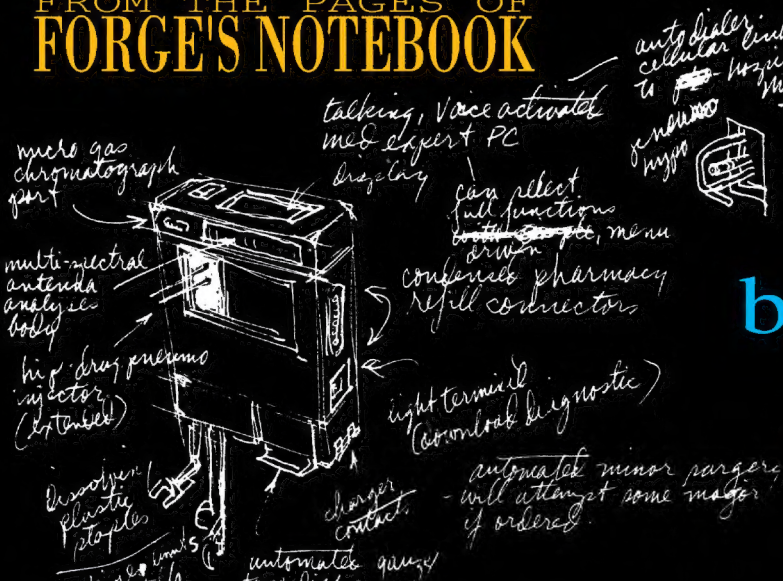
First and foremost we are mutants—a breed of individuals who have found themselves existing on humanity's next evolutionary plateau. Born with the genetic capacity for great power, we have chosen to assume the added burden of responsibility, to defend those who have not the power or resources to protect themselves. At times this will mean coming to the aid of humans—providing a defense against those mutants who feel their powers allow them to dominate others. Just as often, we will be called on to safeguard mutants against the humans who fear and hate them simply because they are "different." All too often, we will defend mutants against their own kind—as the unfortunate quest for supremacy continues.

We are architects of the future—dedicated to constructing a bridge between the human and mutant population that shares this world. We are pathfinders—embarked on a journey to enlightenment and tolerance between two races that have more in common than either realizes. We are explorers—booking passage to a place where every living being co-exists in peace with every other.

Above all else, we believe every sentient entity is capable of change—indeed, mutants themselves are the product of the ultimate change, evolution. To this end, we are compelled to open our doors—our very hearts—to all those who come to us for help.

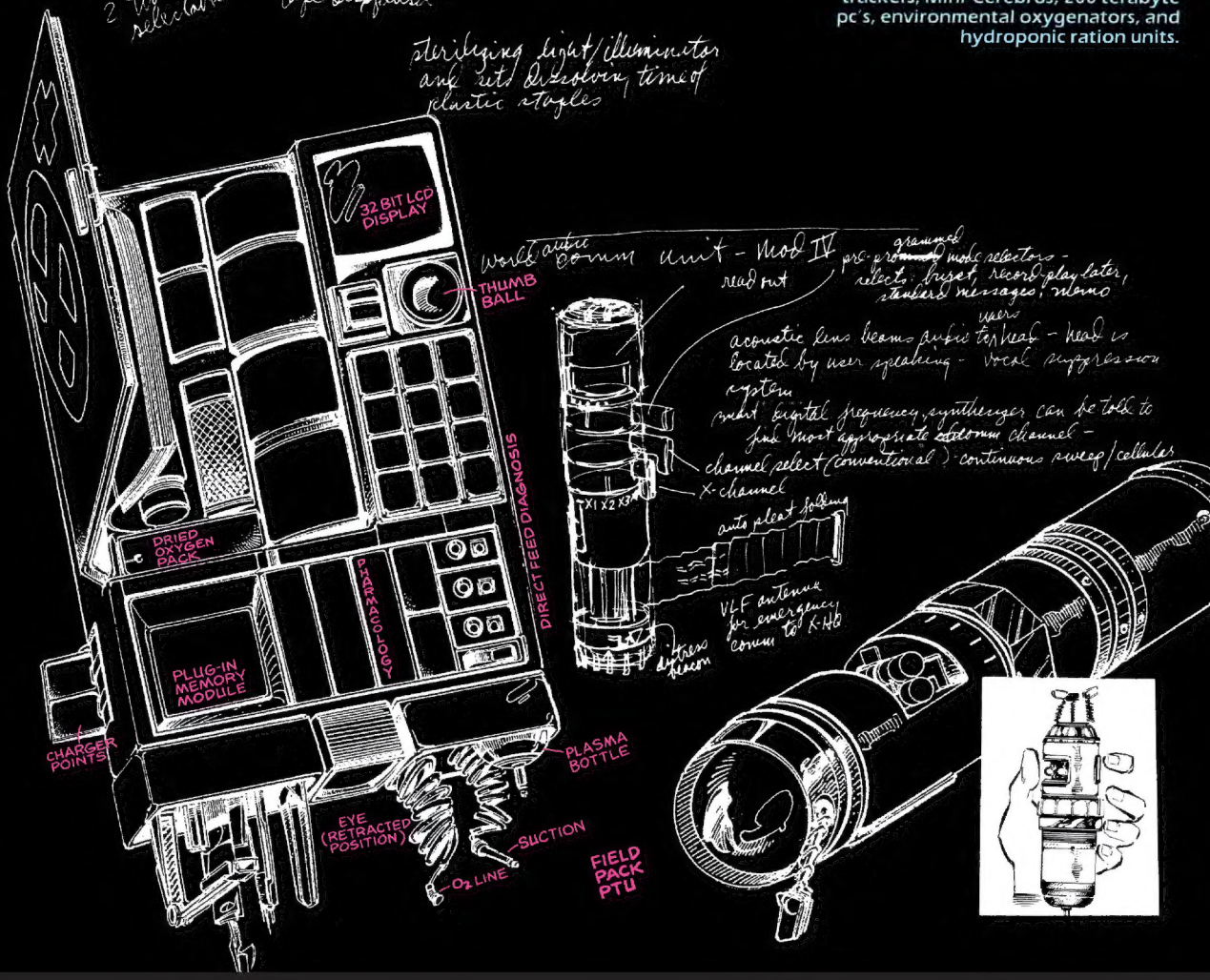
FROM THE PAGES OF

FORGE'S NOTEBOOK

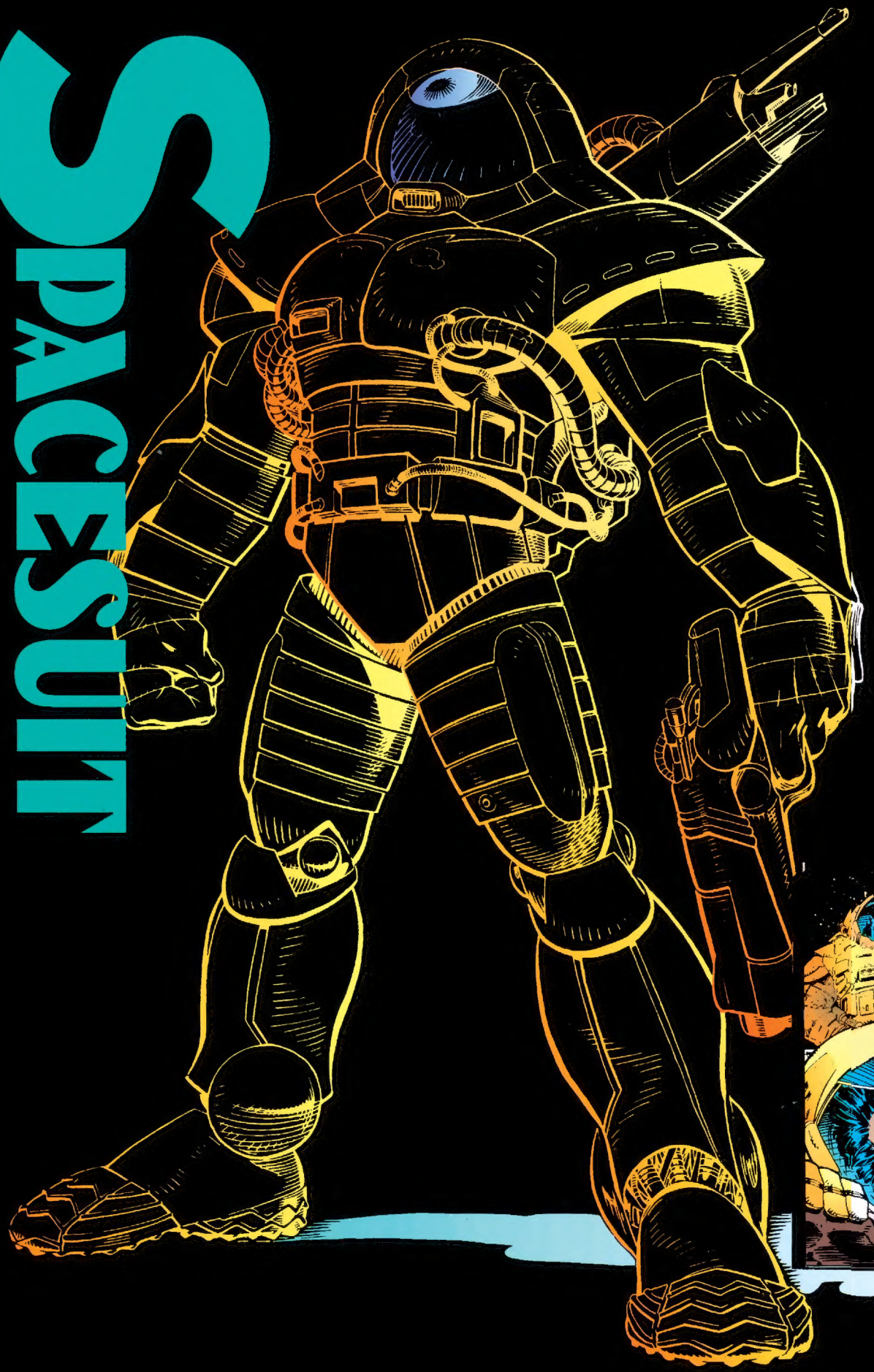


beltpack EQUIPMENT

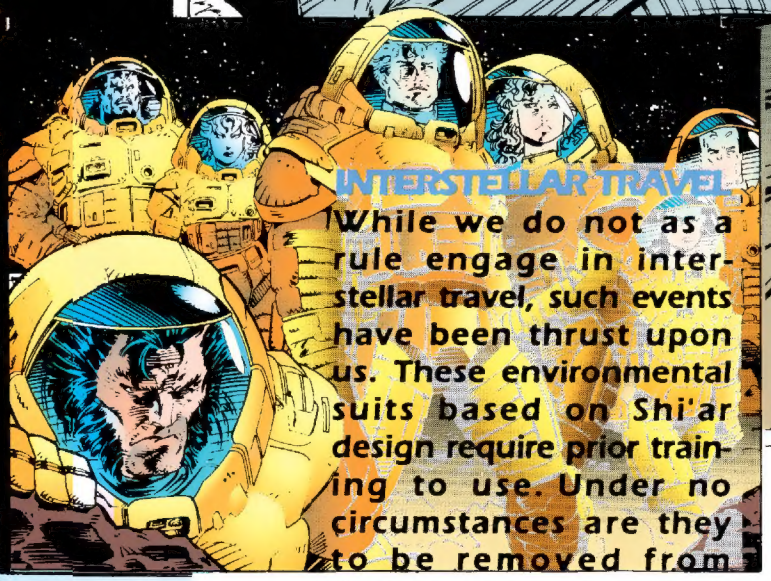
Equipment for the individual beltpacks is continually upgraded and monitored by Forge, the X-Men's techno-futurist. Pictured here are sketches and current designs for the portable triage unit and the Global Comm-Stat Unit. Additional equipment available includes biogen-trackers, Mini-Cerebros, 200 terabyte pc's, environmental oxygenators, and hydroponic ration units.



SPACE SUIT



A CANDID SHOT OF THE FOUNDING MEMBERS OF THE X-MEN; CYCLOPS, MARVEL GIRL, ANGEL, BEAST, ICEMAN, AND MYSELF, PROFESSOR CHARLES XAVIER.



INTERSTELLAR TRAVEL

While we do not as a rule engage in interstellar travel, such events have been thrust upon us. These environmental suits based on Shi'ar design require prior training to use. Under no circumstances are they to be removed from their storage chambers without authorization.

There was a time when I placed much emphasis on the importance of a uniform look for all of the X-Men. In an effort to foster, nurture and define the role of the individual's contribution to the greater whole, however, personalized attire is now encouraged. (Standard blue and gold training gear available upon request.)

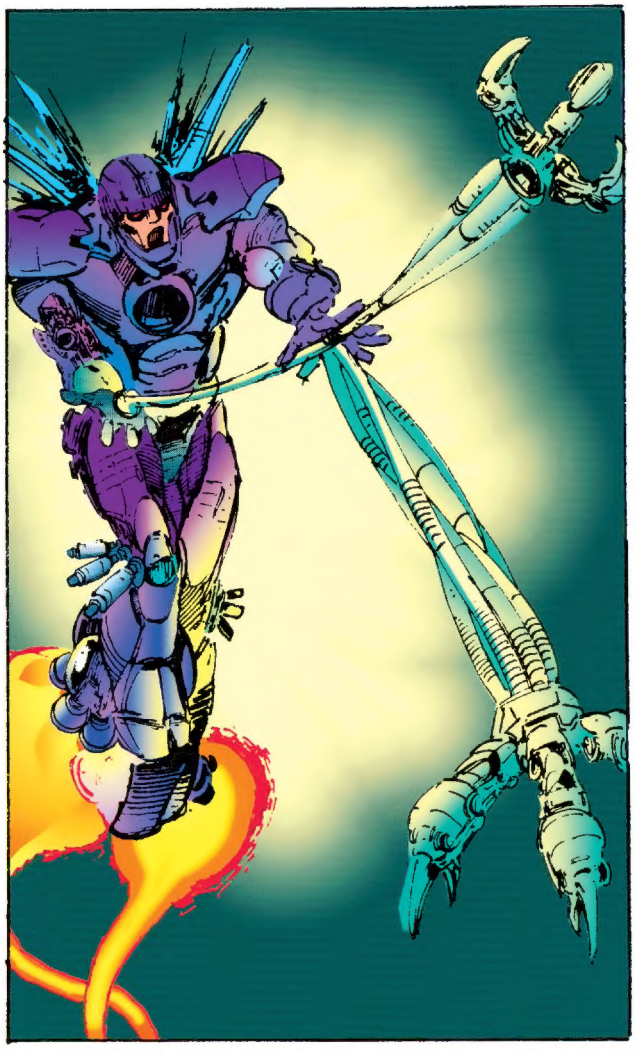
uniform *n* **:** dress of a distinctive design worn by members of a particular group and serving as a means of identification
(From WEBSTER'S NINTH NEW COLLEGIATE DICTIONARY)

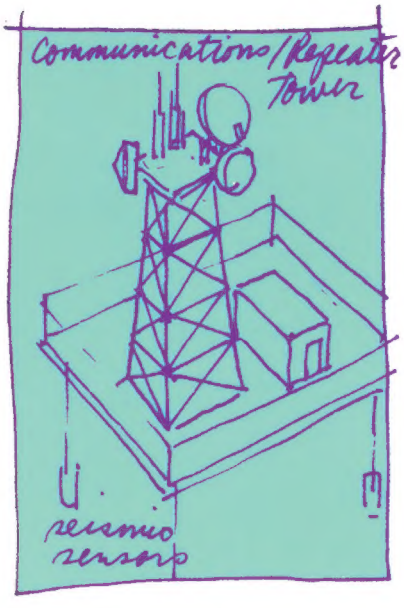
SECURITY
on the estate grounds

Located as we are, approximately 5 kilometers outside of Salem Center, our relative seclusion is our first security. However, recent housing developments and the growing awareness by some of our foes of our location demands we be even more vigilant, even more cautious.

Authorized vehicles and personnel are detected by long range sensor scans. Visitors with appointments are issued a one-shot electro-pass at the gate which serves to identify and vocally guide them through the mansion. Access to other levels can only be gained with a team member or through an emergency computer decision.

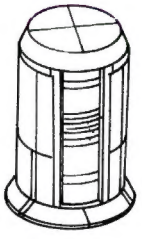
The estate is equipped with state of the art environmental and individual protective technology. Prudence dictates that some of the Mansion's security parameters are not to be committed to hard copy. Complete security procedures are, however, psionically implanted in each student during orientation. As new threats to our safety become apparent, we will upgrade environmental and individual protective technology.

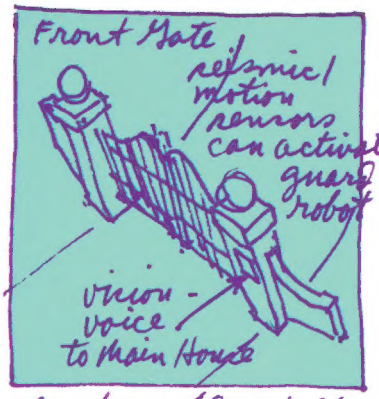




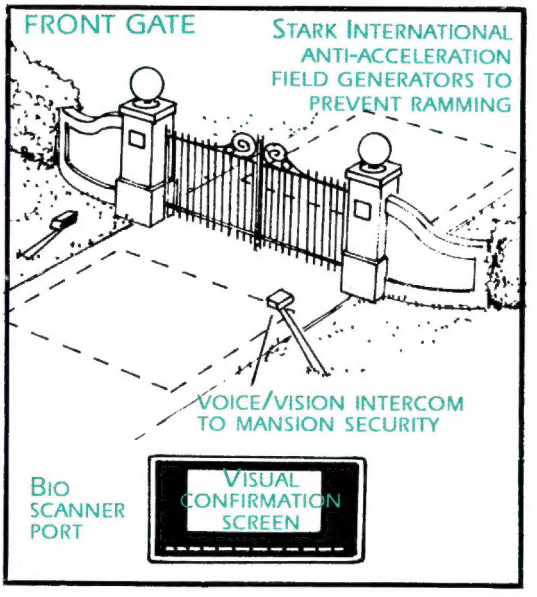
This "radio shack" provides communication monitoring and equipment logs. The structure is explosion-proof and has standard battery backups. The tower provides seismic alarms below ground and motion detection alarms above.

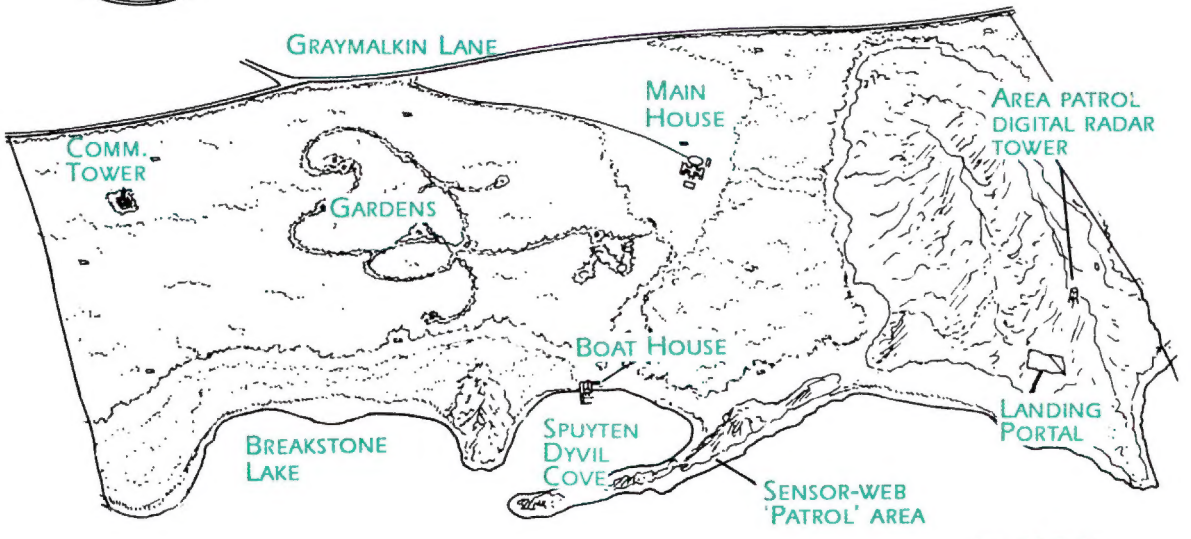
Typical guard robot–mainly used for deterence but with limited offensive capability. Guard robots are part of in-ground anti-aircraft emplacements.



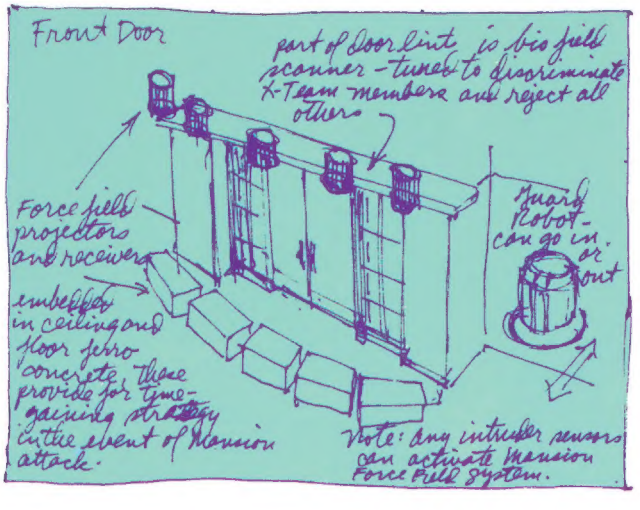


Authorized vehicles and personnel are detected by long range sensor scan





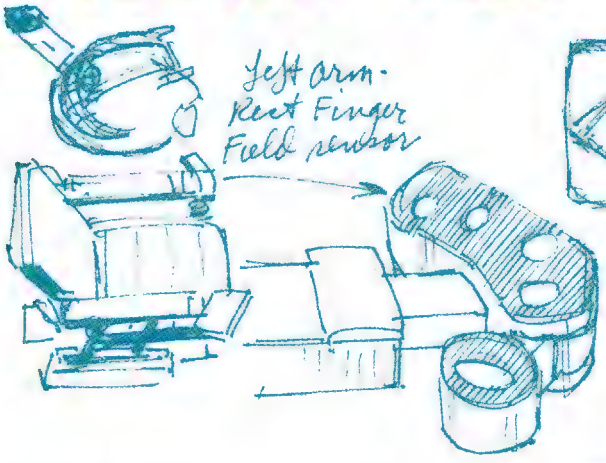
X-MEN PROPERTY-SECURITY OVERVIEW

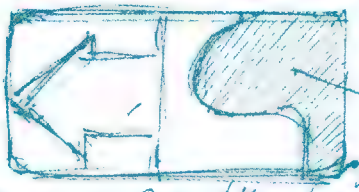


Warning: Estate grounds are honey-combed with tunnels and underground passageways of great antiquity. Caution is advised. See page 22.

- Individuals are also advised to avoid the area containing Devil's Rock. Approach this stone with extreme caution for your own security.
- Also, as we are lakefront property, never go swimming alone. Follow standard water safety procedures around the lake and with boating equipment.

SECURITY
inside the mansion





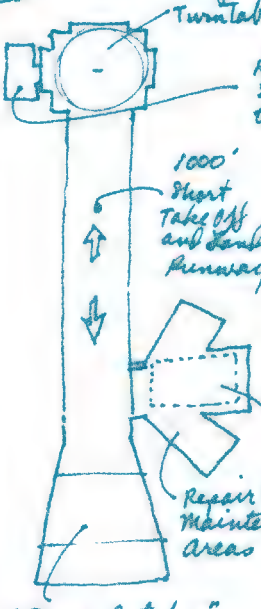
Smart Key image is constantly updated by Master Control

CEREBRO SECURITY

Finger pads (reconfigurable for other races) conduct expressive body-field measurements that identify individuals. The Lo-Res Antenna info plus the Finger Field sensor input is monitored throughout Cerebro use–any irregularities could be a sign of deception or psi intrusion.

The Cerebro User List is subject to periodic review and battlefield update.

Hangar Security

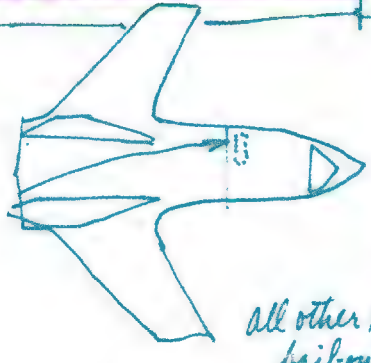


Hangar space is carved out of solid mountain - only penetrations are well-protected Plane Catcher Entrance, Shuttle Entrance and mountain top Radar station - which is not usually manned. Air ducting and water in and outlets are armored and alarmed.

"Plane Catcher" Tractor Beam array - guides invited guests without X-Men Instrument Landing System.

Tractor Beams also serve to repel casual visitors, either on foot or in aircraft

FROM THE PAGES OF
FORGE'S NOTEBOOK



Access to B-Bird is limited to Team Members and the updated-daily Duty Roster. Mansion Housekeeping and Tactical Combat Computers can allow practically anyone into the B-Bird - under appropriate circumstances. The B-Bird's own Auto-Pilot computer can make such decisions, when out of contact with Base.

All other Hull penetrations (ejection seats, canopy, bail-out tubes, etc) should not be used as entrances - but they can be, in emergency

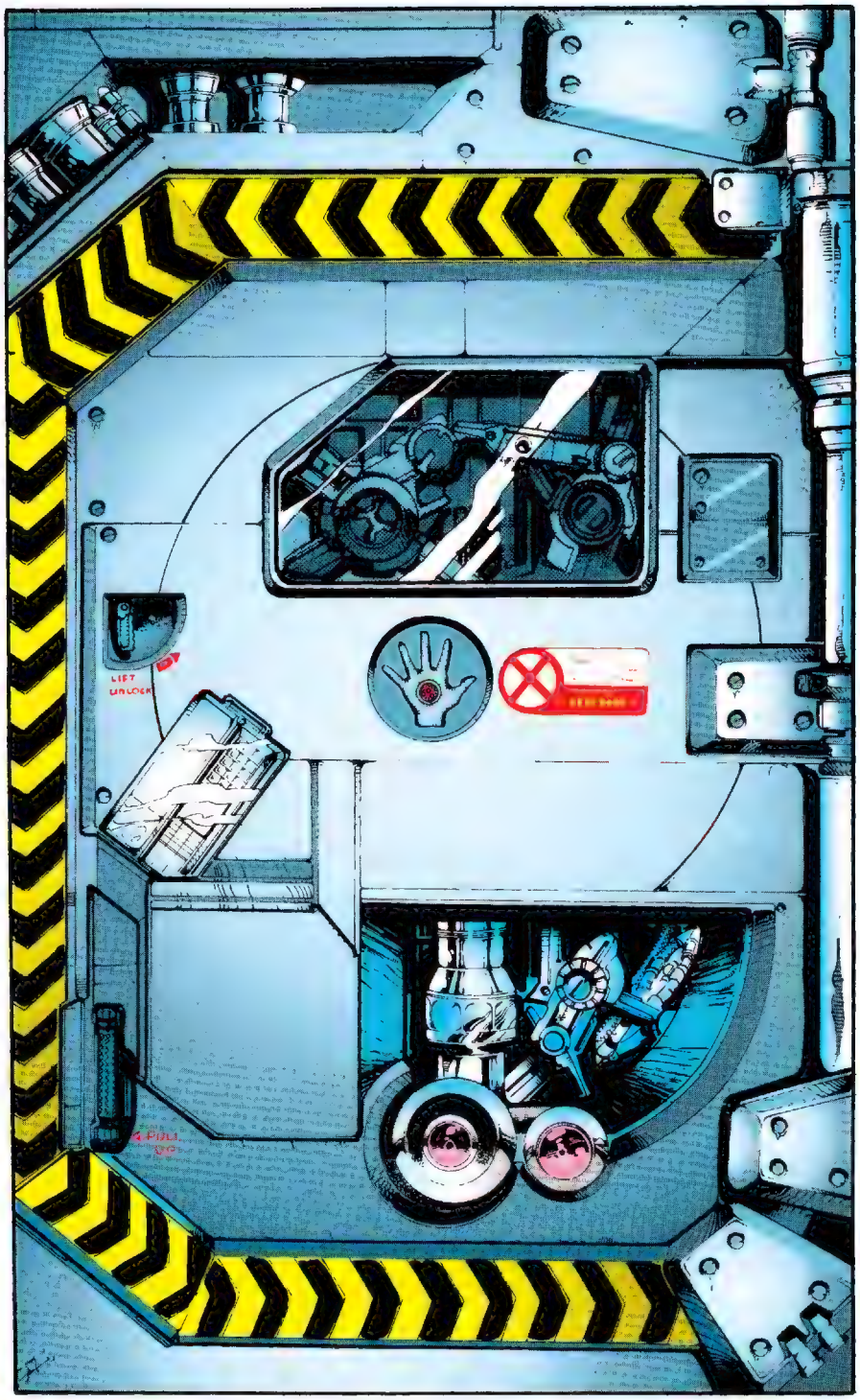
BLACKBIRD

SECURITY DOORS

Constructed of adamantium-melded steel to protect the most sensitive areas of the sub-basement complex, these specially designed doors with bio-molecular locking mechanisms respond only to authorized personnel (read: Professor Xavier and senior staff.)

WAR ROOM SECURITY

Security in this area is relatively light because of the difficulty in reaching this area. Individual stations have constant monitoring for user integrity. Sensitive information sources such as The Mission Planning Globe and the Training Coordination Center are "Key Switches." (See "X-Men Smart Key")

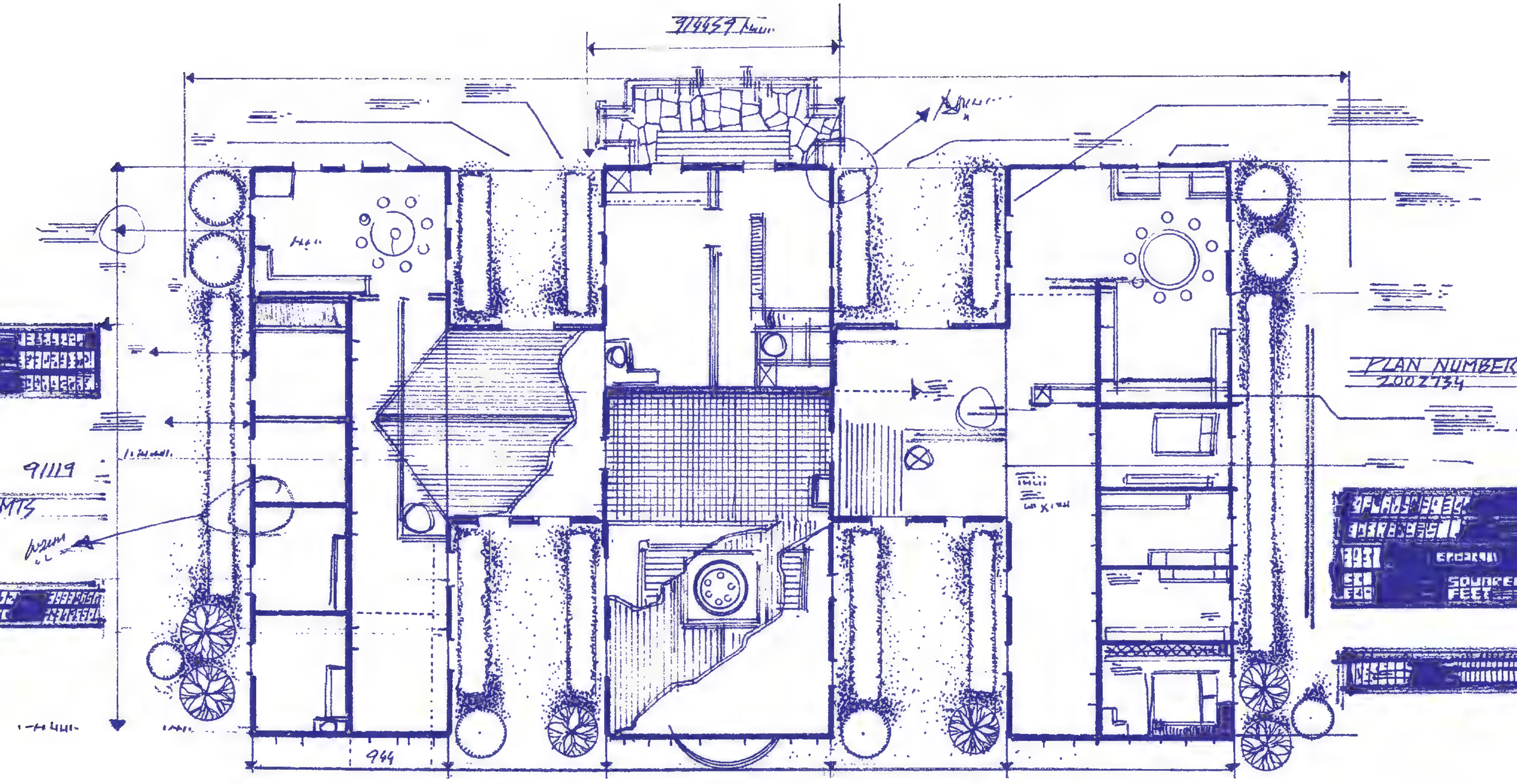


DANGER ROOM SECURITY

Danger Room doors and walls are primarily constructed of a Nickel-Titanium alloy. Layered within these walls are localized force fields triggered by Master Control Intruder Detection Systems. Similarly, dedicated electromechanical security devices regulate entry to the Ready Room Elevator and Control Room.

RESTRICTED AREAS

RESTRICTED AREAS



O V E R H E A D V I E W

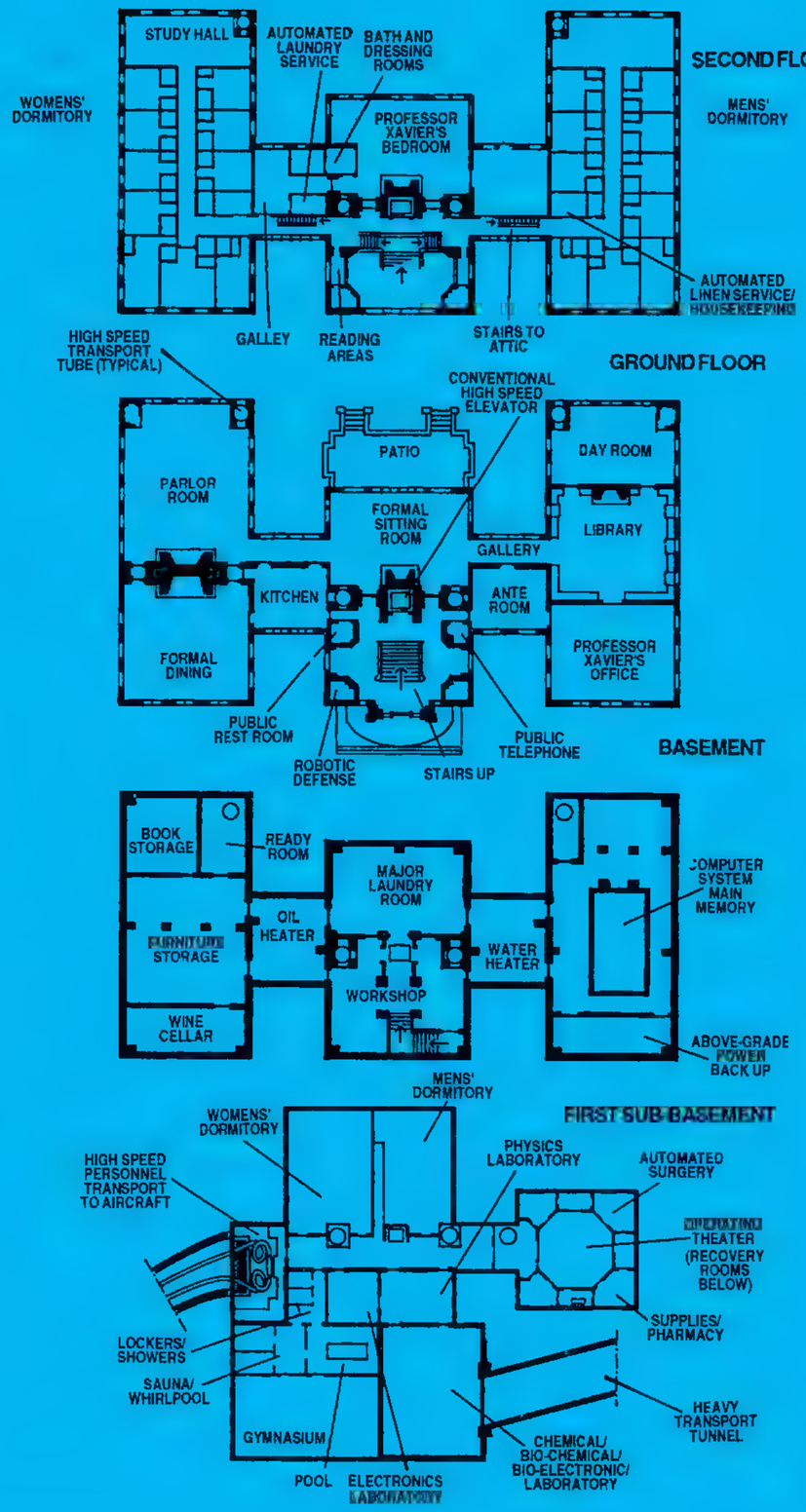
This is an architect's cutaway overhead view of the mansion, executed during a recent renovation.

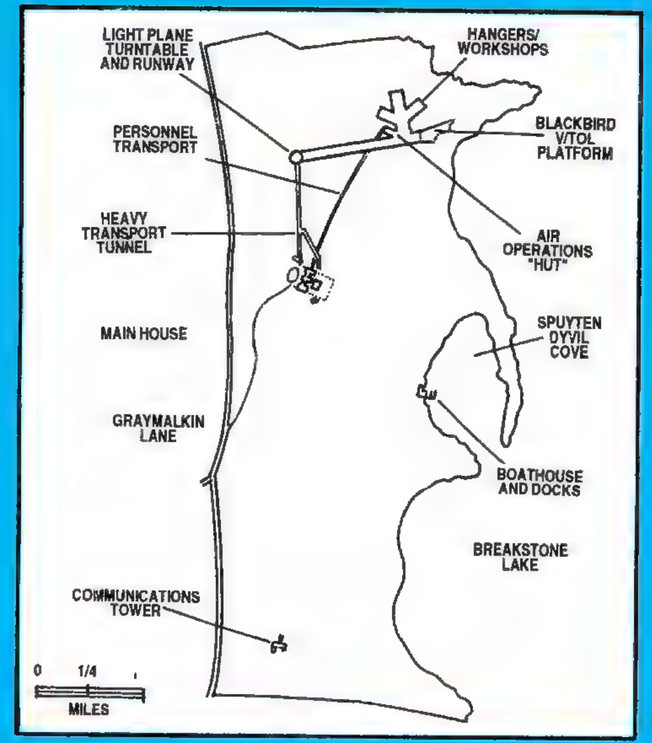
THE MANSION

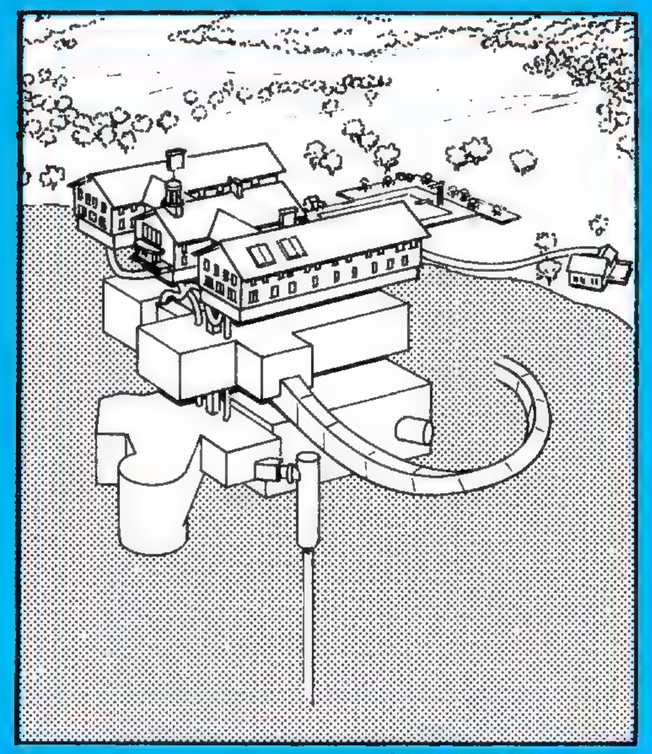
Located at 1407 Graymalkin Lane in Salem Center, New York, the foundation of the mansion dates back to the 1700's and has always been in the Xavier family. Built on the edge of Breakstone Lake by Dutch ancestors, it is now publicly known as the Xavier Institute for Higher Learning, a respected private school with a highly limited enrollment.

In general, the mansion above ground is for public use and public observation. All attempts have been made to preserve the historical and architectural integrity of its above ground structure. All levels beginning at basement sub-level A are for X-Men use only and specially authorized non-X-Men personnel. This is, of course, for security reasons.

The mansion has been rebuilt and expanded several times in the last few years with a mind toward personal comfort, space and security. We have sought to provide our students ample living and study spaces, providing both privacy and comfort.

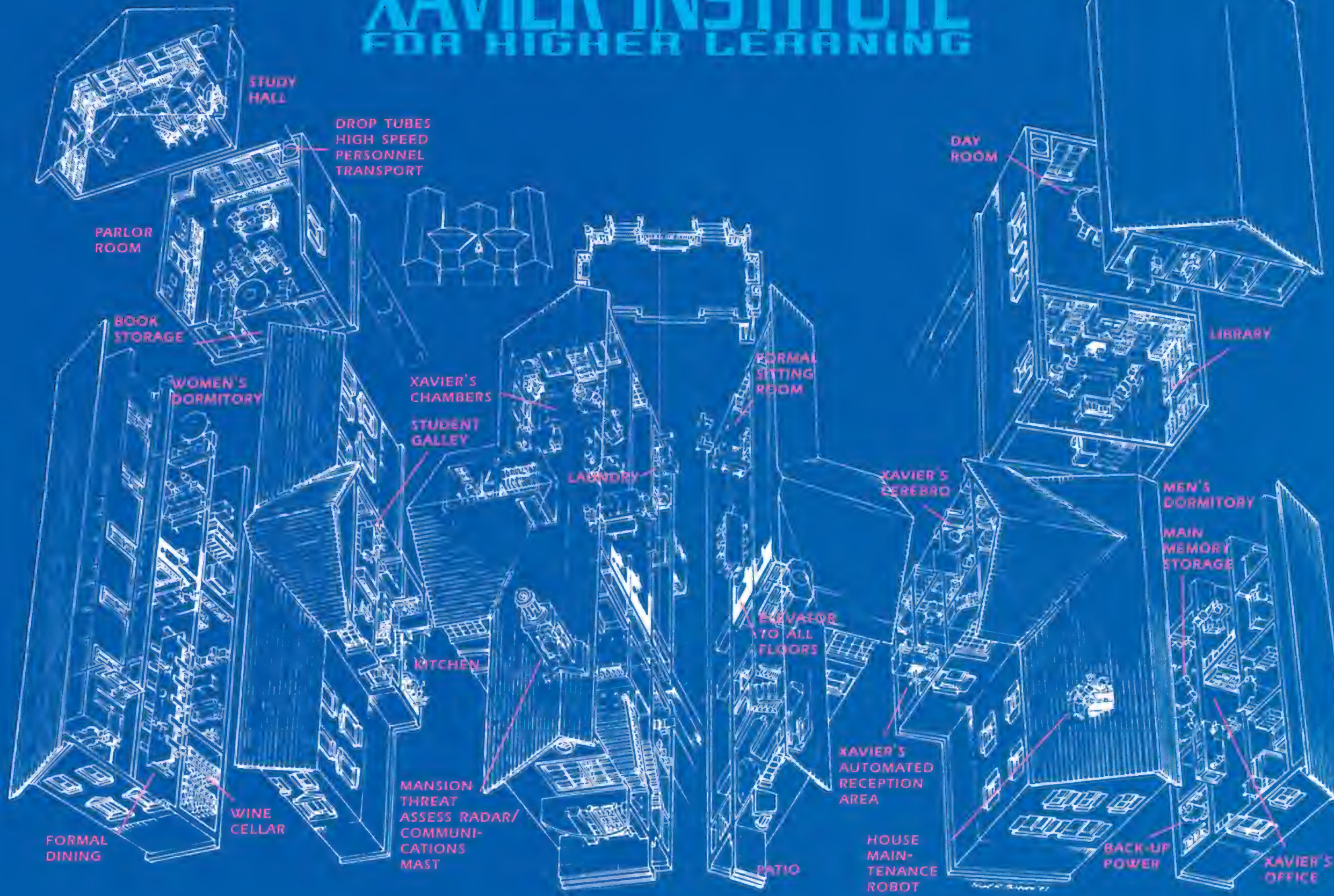






CUTAWAY OF GROUNDS

XAVIER INSTITUTE
FOR HIGHER LEARNING

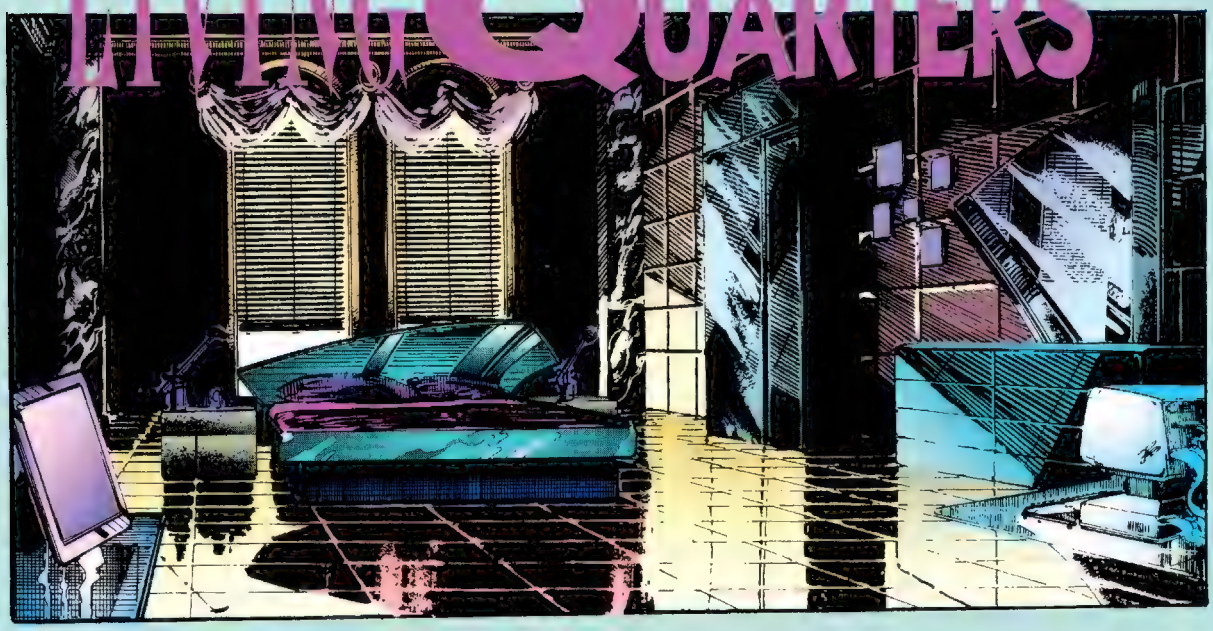


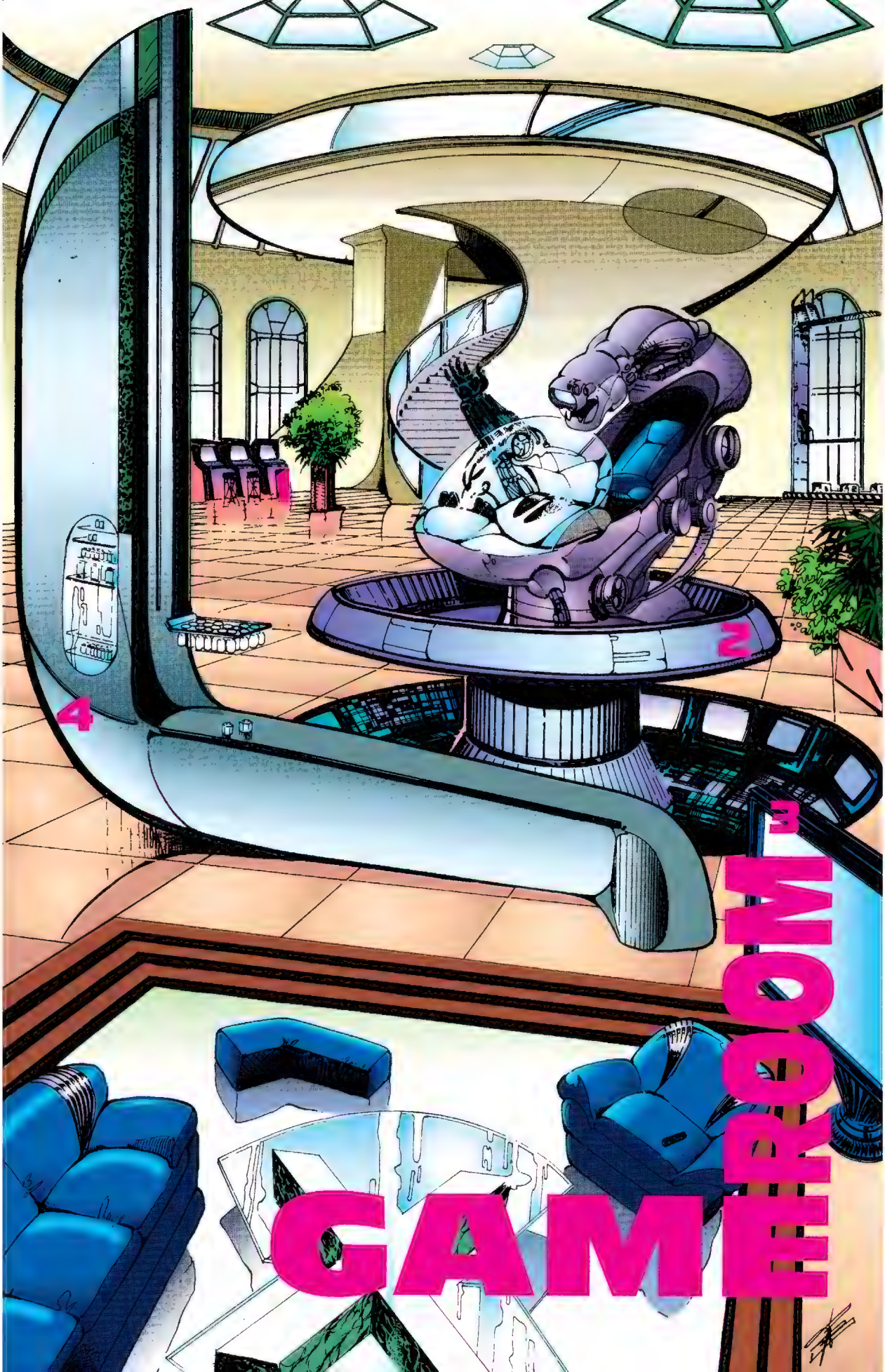
Every effort is made to provide each student with his or her own living quarters. As it is understood that this is where you'll be spending a good portion of your down time feel free to furnish and decorate your room to suit your individual tastes and preferences. Pictured here are the living quarters of two current X-Men members, Jubilee and Gambit.

Because security considerations preclude the use of a full-time housekeeper, it is important that each student assume responsibility for keeping their personal space in order. Computer terminals in each room connect with the main computer and can also, when necessary, be used for internal communications.

Appreciating the need for leisure time, the mansion is equipped with a state of the art gameroom. Everything from pool tables, continually upgraded video games (labelled #1), a virtual reality interplay with holographic projections (#2), to current video releases from the farthest reaches of the galaxy (#3) (as provided by Ms. Lila Chaney) is available to all students. Naturally, the bar area (#4) is restricted to adults.

LIVING QUARTERS

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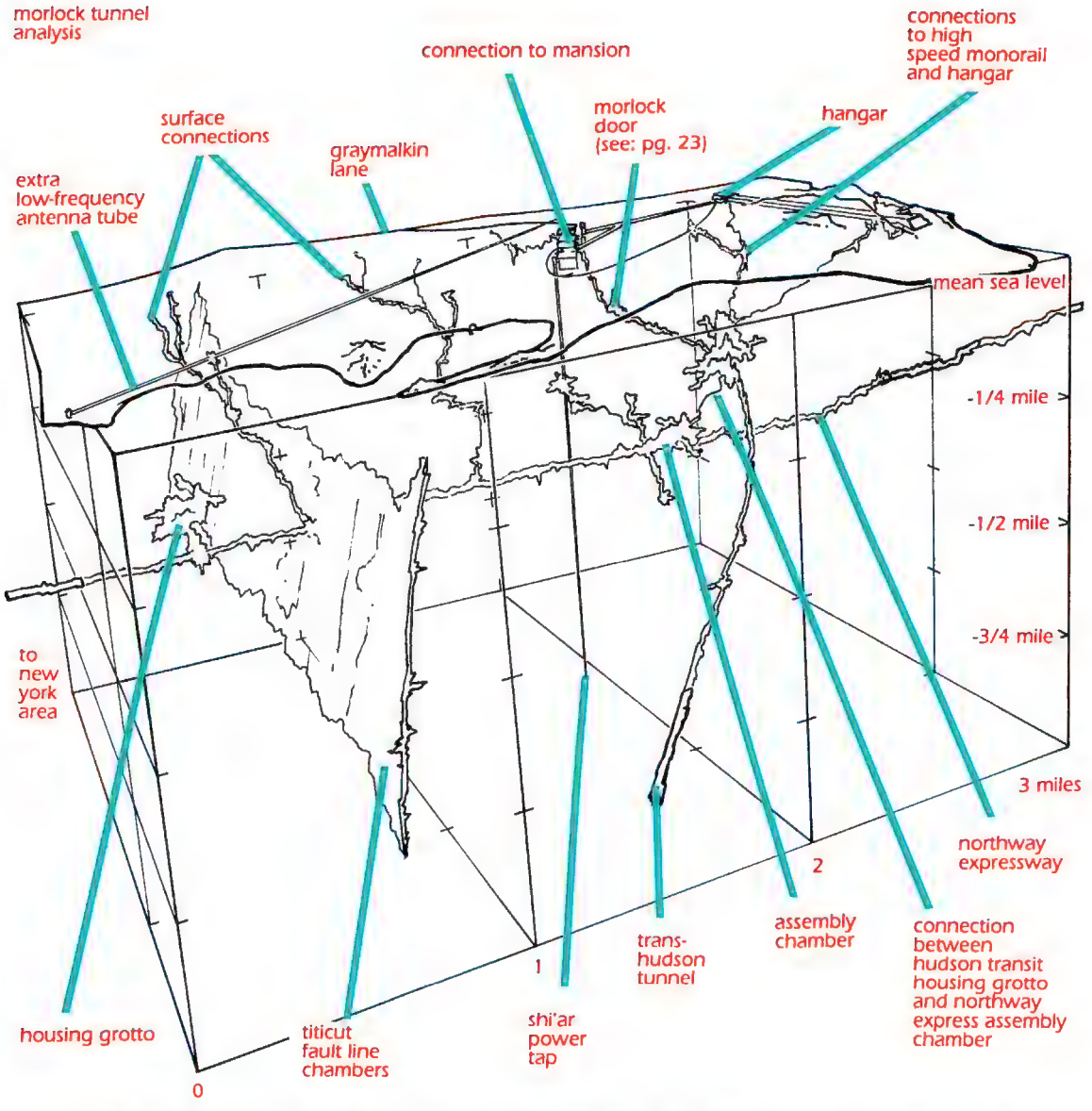
GAME ROOM



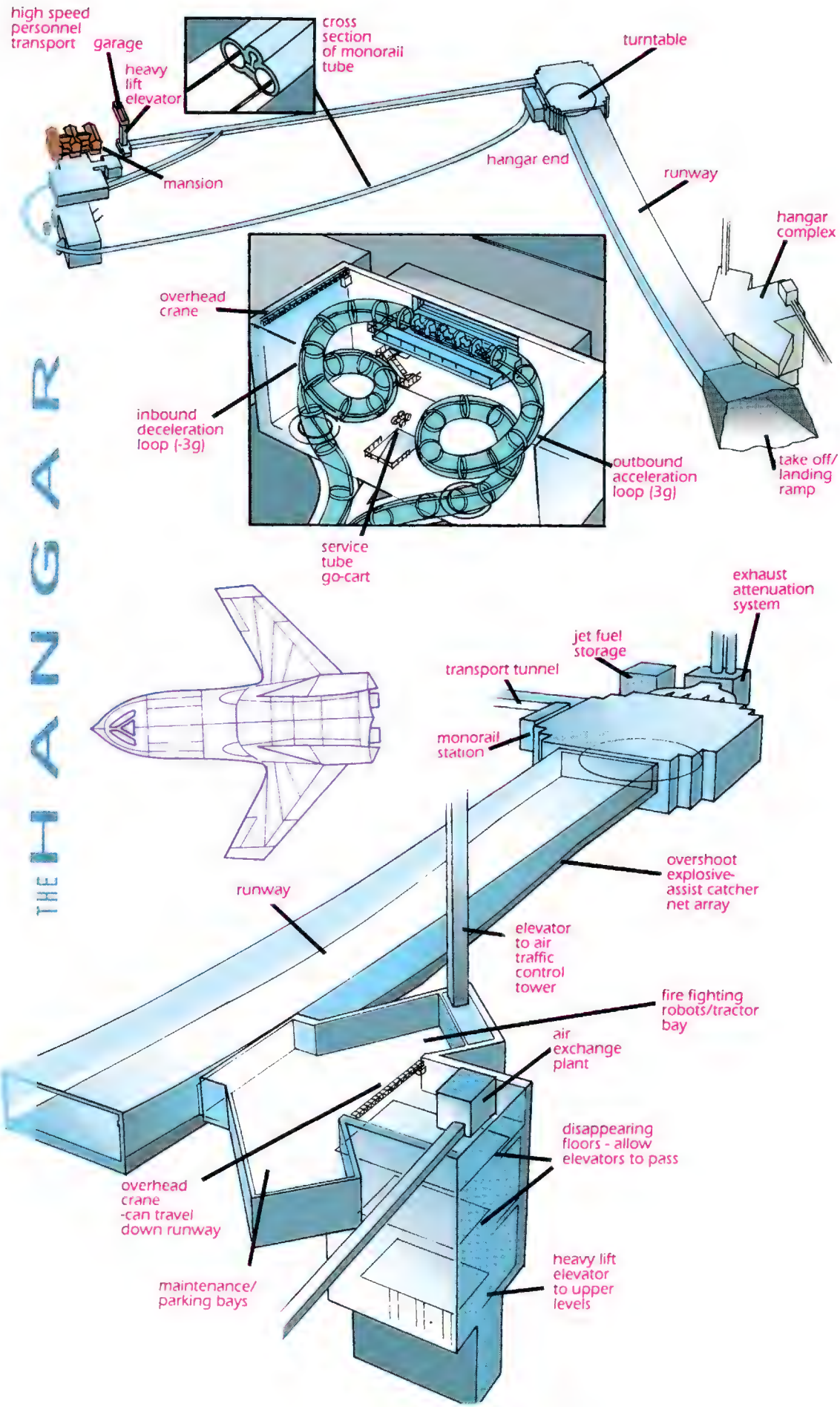
Though the tunnels are no longer occupied by the often times hostile group of mutants known collectively as the Morlocks, this underground labyrinth remains our weakest area of defense. Little is known regarding the original construction of the tunnels which predates Morlock occupation. Because of the highly unstable and progressively deteriorating nature of these pathways, (further complicated by the presence of subterranean rivers with extremely dangerous currents) much of the tunnels remain uncharted—while that which is known to us is constantly monitored by computer surveillance, with defensive stun beams installed at crucial junctures to prevent attack from this quarter.

the Morlock TUNNELS

NOTE: Admittance to the tunnels is strictly prohibited except in the event of a full-scale assault on the mansion. If all other alternate routes have been cut off, the tunnels may become an egress of last resort. Subterranean evacuation drills are held in the Danger Room holo-grid once a month. Drill attendance is mandatory.

KEEP AWAY

THE HANGAR

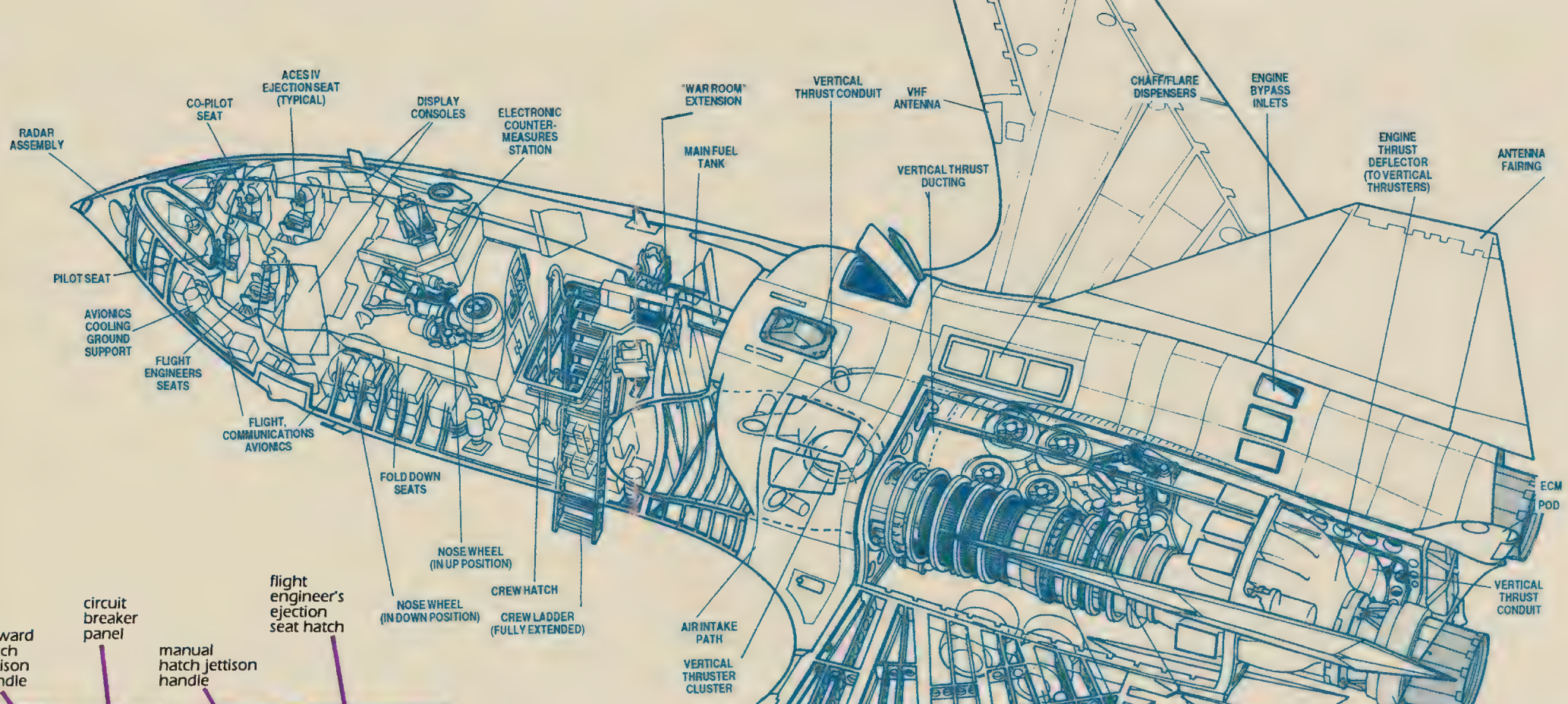

high speed personnel transport
garage
heavy lift elevator
mansion
cross section of monorail tube
turntable
hangar end
runway
hangar complex
overhead crane
inbound deceleration loop (-3g)
outbound acceleration loop (3g)
take off/ landing ramp
service tube go-cart
exhaust attenuation system
jet fuel storage
transport tunnel
monorail station
overshoot explosive-assist catcher net array
runway
elevator to air traffic control tower
fire fighting robots/tractor bay
air exchange plant
disappearing floors - allow elevators to pass
overhead crane -can travel down runway
maintenance/ parking bays
heavy lift elevator to upper levels

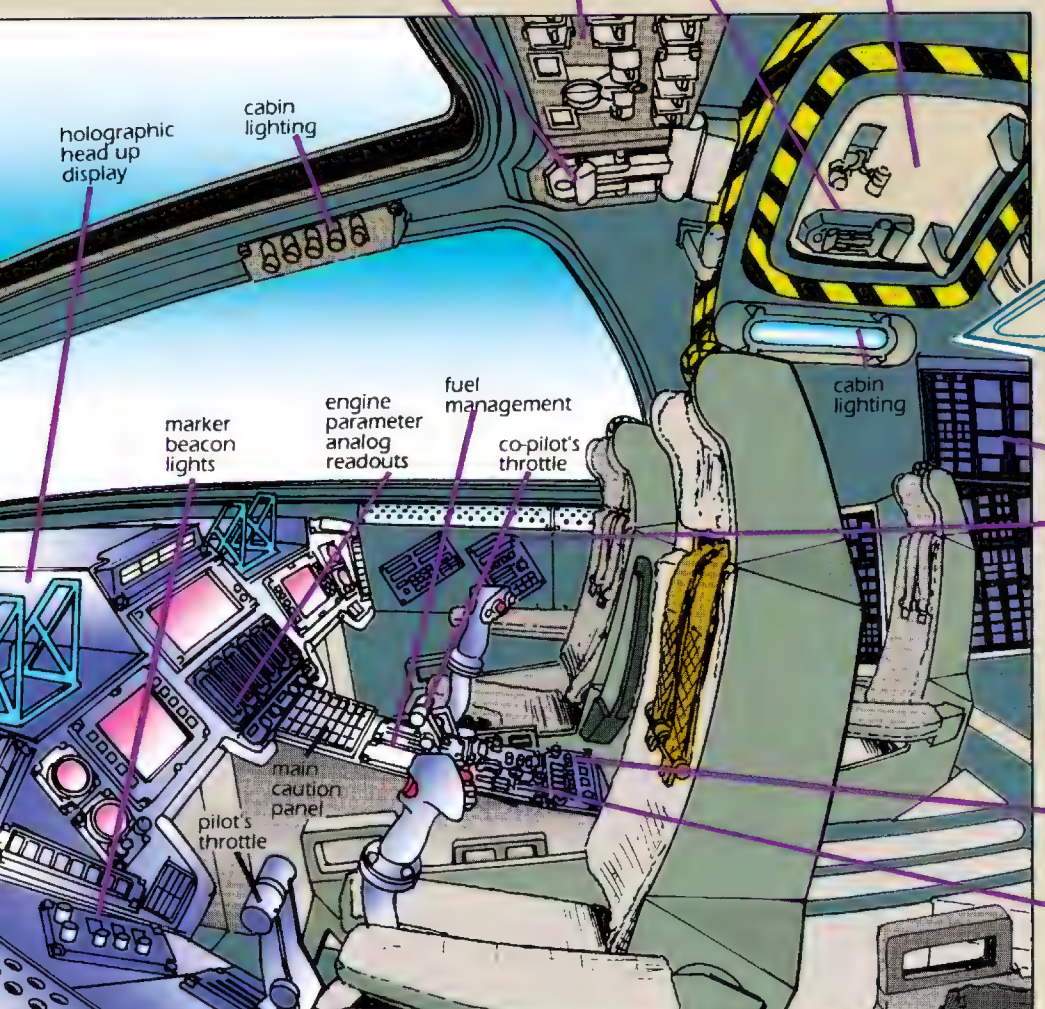
The Hangar bay, which is the storage port for the Blackbirds, can be reached by monorail leaving from sub level six. The distance of .62 miles can be covered in 20 seconds under emergency conditions. Practice drills are, again, mandatory to orient yourself with disembarking. At present the institute has 2 Blackbird jets—one designated for the X-Men's gold team and one for the blue team. Blackbird Blue is based on our original model and Blackbird Gold incorporates Forge's latest design features. Both are manufactured by Forge and are comparable in abilities, range and speed. Blackbird pilot training is available and strongly suggested, but not mandatory. Flight station simulators are located in Hangar Level 1A. Pilots are strictly required, whenever possible, to follow applicable FAA safety guidelines.

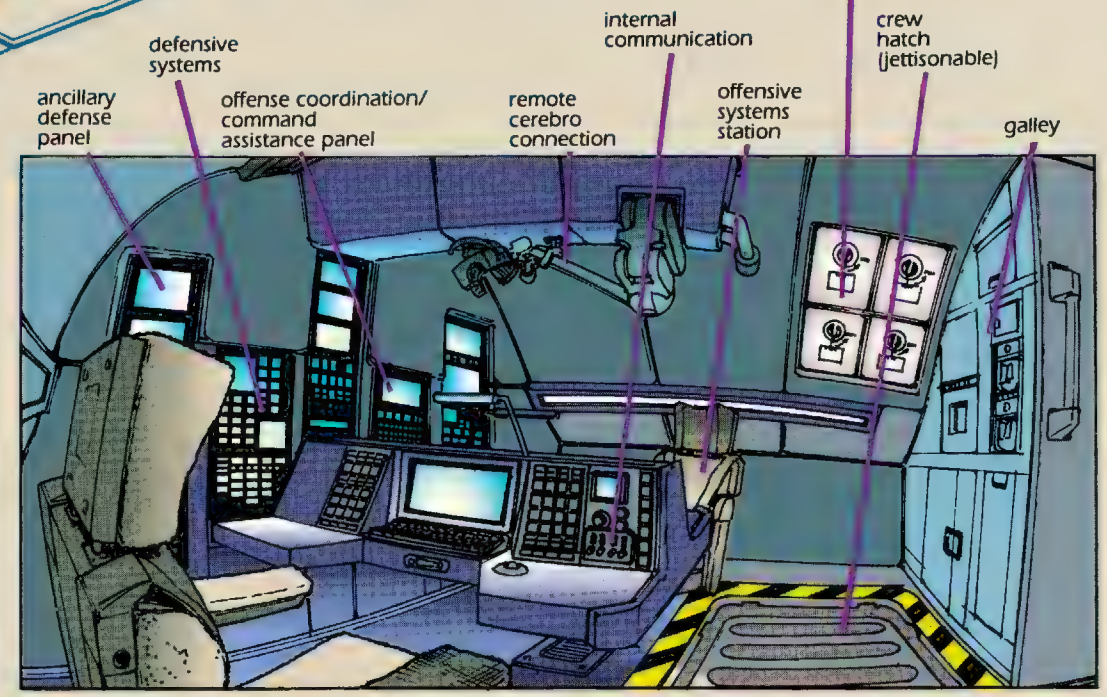
BLACK BIRD

BLACKBIRD

THIS CRAFT IS INTENDED TO BE A TRANSSONIC TRANSPORTATION DEVICE THAT CAN CARRY ALL CURRENT MEMBERS OF THE X-MEN PLUS SEVERAL PASSENGERS. THE BLACKBIRD IS EQUIPPED TO FLY LONG-DURATION, HIGH-ALTITUDE RECONNAISSANCE MISSIONS AND SHORTER TRIPS, AS WELL AS TO ANY CLIMATE. A MISSION-SPECIFIC ADD-ON POD CAN BE EQUIPPED FOR SEVERAL PREPLANNED OR EXOTIC MISSION SCENARIOS.







Danger room PROGRAMS

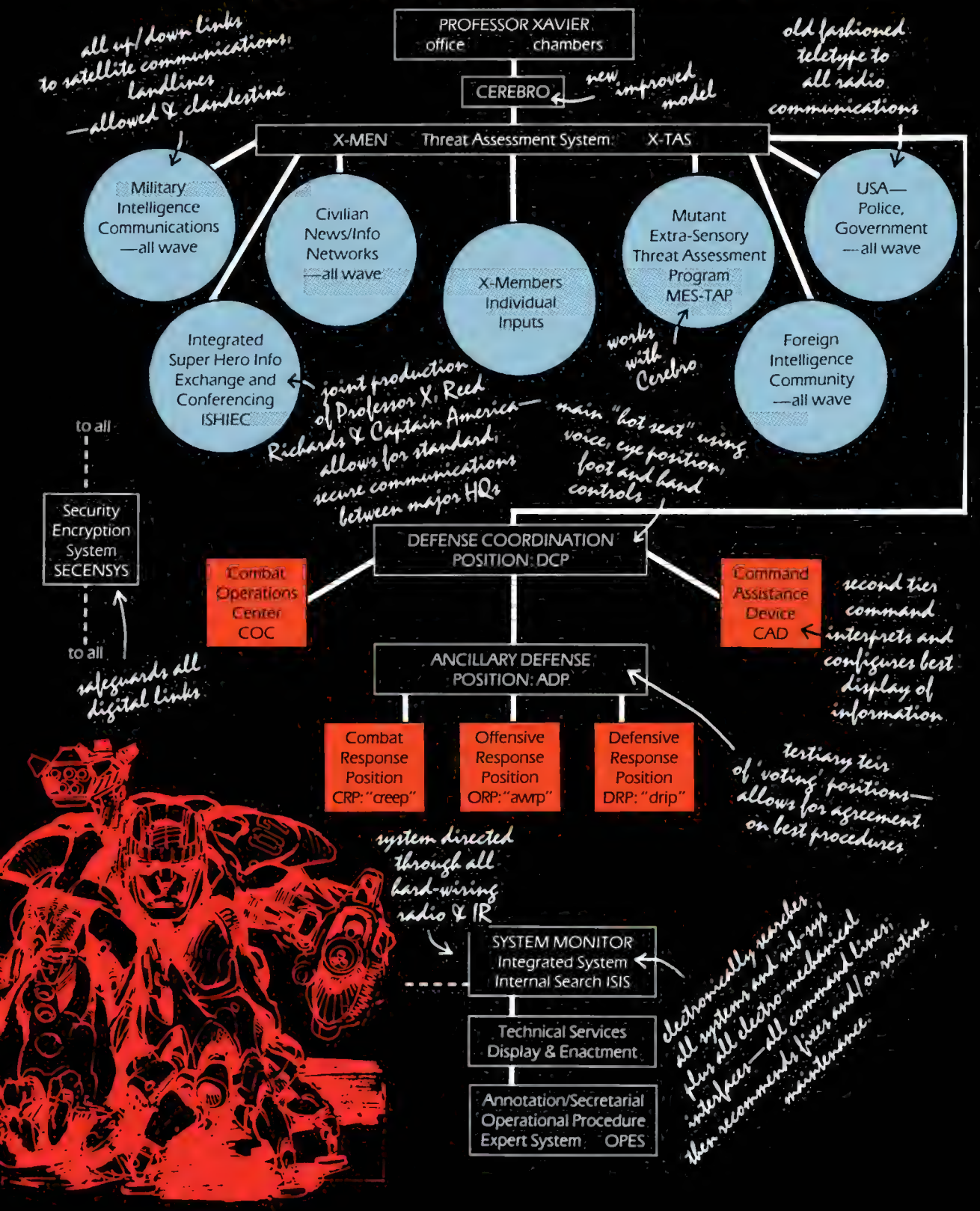
Jousting with Corsair and the Starjammers, outfoxing Nimrod Sentinels across a post-apocalyptic landscape, or combatting any number of threats limited only by your imagination, it is easy to forget the reason this place is called the Danger Room. Students are nonetheless encouraged to employ the holographic technology as skill levels dictate.

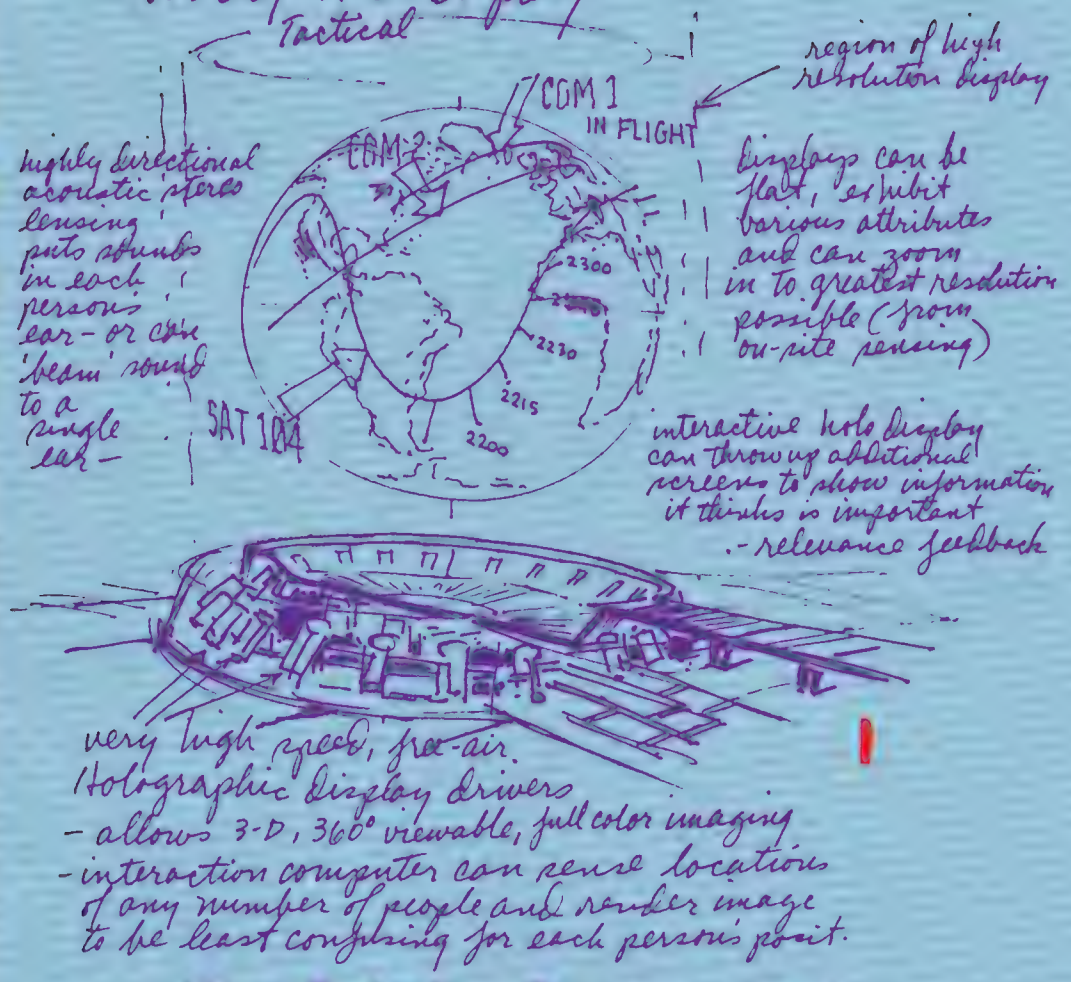
The Danger Room World View Library can be used for basic gymnastic workouts which include no holographic display (primary level Alpha 1). This is the most basic program designed with novices in mind. There are over 120 levels of increasing difficulty in the Danger Room computers. The hologram library files begin on level 21 Beta.

NOTE: While I do not subscribe to this theory myself, Dr. MacTaggert argues that continued exposure to reality simulation may dull one's sensitivity to danger rather than sharpen it. In deference to her expertise on combat related stress and post-trauma orientation, Holo-specific Danger Room participation is restricted to thirteen hours a week.

COMBAT OPERATIONS CENTER

Organizational Component Breakdown





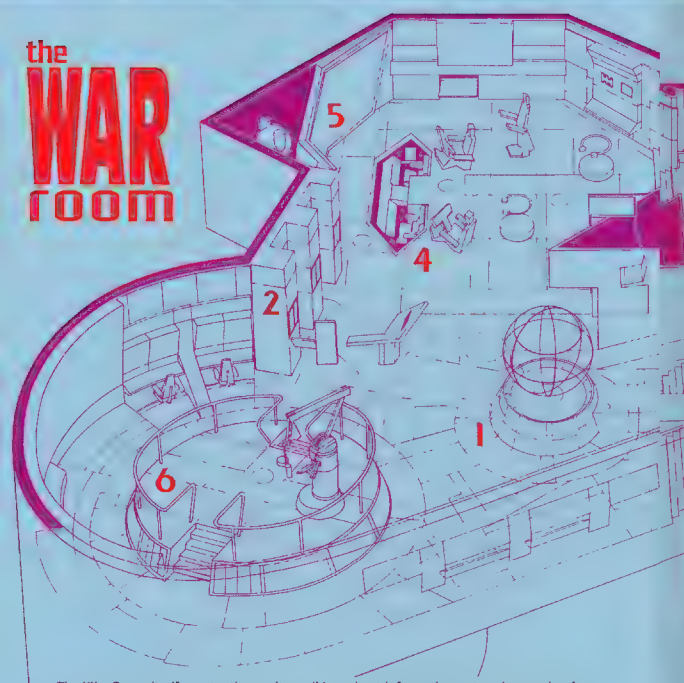
W/TAC DISPLAY
RESPONDS TO SPECIAL SOFTWARE THAT MIMICS HUMAN INTUITION-- USING ALL INPUTS FROM CEREBRO, **MES-TAP** AND **X-TAS**

WAR ROOM

I have spent an inordinate amount of time trying to derive an alternate designate for the "War Room." It has been my fervent wish, long before the formation of the X-Men, that hostilities be avoided at all costs, be it human vs. mutant or mutant vs. mutant. In recent years, however, I have become painfully aware that a war is being waged across the planet Earth — and that we are the first, quite possibly the final, line of defense.

Since the last printing of this manual, the number of mutant fringe groups have increased disproportionately to the membership of the X-Men (X-Factor, X-Force notwithstanding). Where there was once the Brotherhood of Evil Mutants, Factor Three, the Inner Circle of the Hellfire Club, and later the Morlocks, we have recently witnessed the introduction of the Horsemen of the Apocalypse, the Upstarts, the Acolytes, the Mutant Liberation Front, the so-called Nasty Boys, and the Dark Riders. This does not even include the ever-evolving army of government manufactured Sentinels, the threat of Project: Wideawake, or the paramilitary mutant-hating "Friends of Humanity." To pretend we are not at war — to hide behind euphemisms — would be misleading and, worse case scenario, fatal.

the WAR room

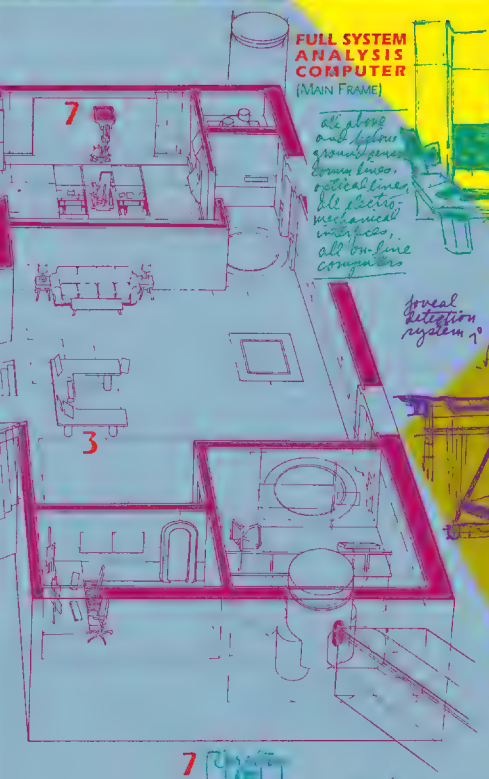


The War Room itself constantly monitors all broadcast information networks, ranging from NORAD Central Command to S.H.I.E.L.D. Intelligence, to the nightly news. From the F.A.A. flight patterns for every airport in the United States, to personnel files for England's MI6, and the former Soviet Union's KGB. High speed scans extract that information from these sources which is applicable to our mission and our goals. I have every confidence that the intelligence system we have at our disposal is second to none.

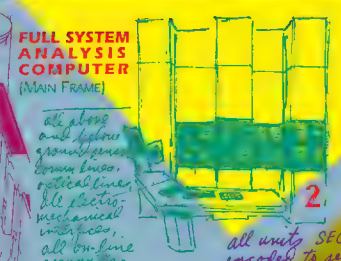
While it may appear unseemly and disturbing that we are engaged in the borrowing of such information, it must be stressed that accessing this data has proven vital to our survival on many occasions. We live in difficult times and moral choices of questionable nature are unfortunately the result. Rest assured this information is never used in any illegal manner.

SECURITY NOTE: Various safeguards have been built into the system ranging from varying frequency modulators and computer viruses to nanotechnology. Most are based on Shi'ar design and augmented by the X-Man, Forge, to act as buffers between our information systems and our network of infotaps. In this way we are assured no intelligence gathering organization can trace their security leaks back to us.

SIDENOTE: The War Room computer is on constant interface with the secured computer in the ready room where more private sources of information are processed.



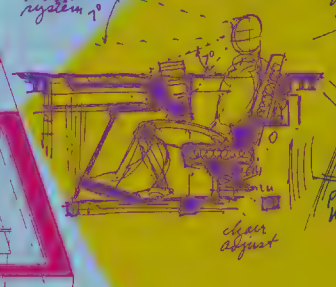
FULL SYSTEM ANALYSIS COMPUTER
(MAIN FRAME)



all above and below ground sensor lines, optical lines, all electro-mechanical interfaces, all on-line computers

all units SECENSYS encoded, to sense user ID by galvanic, capacitance and low-level/non-intrusive brain scan

foveal detection system 1°



clear adjust

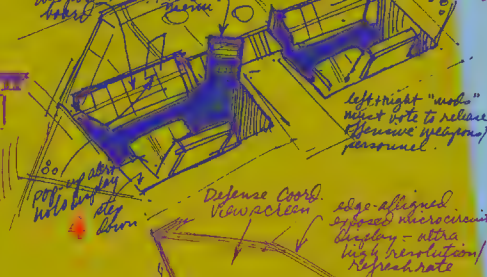
DEFENSE COORDINATION POSITION: DCP

"voting" lockout authorized only by COC duty officer or Prof. X

"mutual" 30" needed to launch/fire

communication ground sensor space sensor relief

weapons lobes



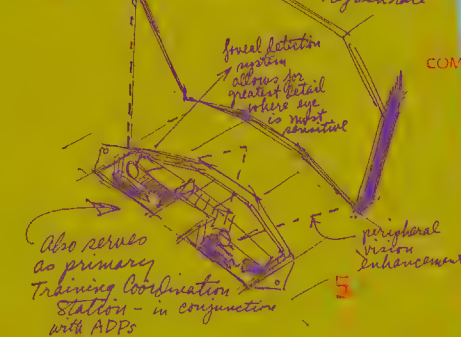
left/right "undo" select vote to release offensive weapons personnel

pop up

Defense Coord. Viewscreen

edge-aligned exposed microcircuit display – ultra high resolution/ refresh rate

foveal detection system allows for greatest detail where eye is most sensitive

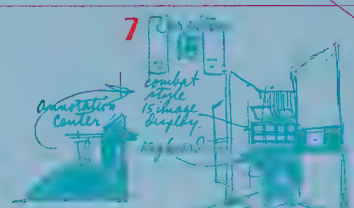


peripheral vision enhancement

Also serves as primary Training Coordination Station – in conjunction with ADPs

TOTAL SYSTEM ANALYSIS–
RUNS 3 7 SECONDS

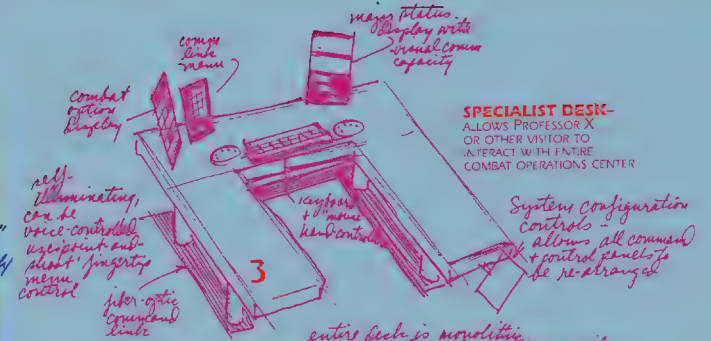
ANNOTATION-SECRETARIAL TERMINAL™
COLLATES MISSION PROBLEMS AND COMPUTER GLITCHES.



comlpt style 15 image display

keyboard

scan eye movements, pinpoint problem areas, generate immediate memory-all outgoing letters



comm link menu

mass storage display with broad comm capacity

combat option display

SPECIALIST DESK–
ALLOWS PROFESSOR X OR OTHER VISITOR TO INTERACT WITH ENTIRE COMBAT OPERATIONS CENTER

self-illuminating, can be voice-controlled use-print-out-sheet fingertip menu control

keyboard + mouse hand control

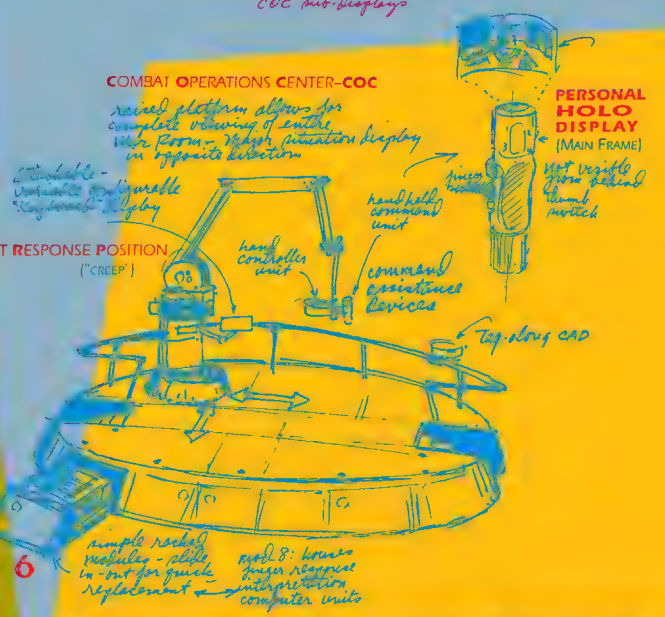
fiber-optic command links

System Configuration Controls – allows all command + control panels to be re-arranged

entire desk is megalithic computer which also provides image-enhancement for COC sub-displays

COMBAT OPERATIONS CENTER–COC

raised platform allows for complete viewing of entire War Room – Wraith situation display in opposite direction



PERSONAL HOLO DISPLAY
(MAIN FRAME)

not visible from behind thumb switch

finger control

handheld command unit

hand controller unit

command assistance devices

Tag-along CAD

COMBAT RESPONSE POSITION
("CREEP")

6

simple socket modules – slide in-out for quick replacement

probe 8: houses fuzzy response interpretation computer units

THE DANGER ROOM

1 **DANGER ROOM MASTER CONTROL**--DIRECT VIEWPORT. Viewing is 'one way' with highly directional active photon filtering (APF). APF functions by tuning a forcefield so that the incident wavefront is altered to follow the room programming.

2 The basic Danger Room in/out system is maintained in the original **SHI'AR FAST PROCESSING COMPUTERS**–parts of which cover the entire inner surface of the Danger Room. Heating and cooling is all electronic.

3 **MOBILE LASER CLUSTER HEADS** are moved over the Danger room's surface to facilitate the placement of gravity lenses and associated effects.

4 Solid surfaces with thoroughly realistic appearances are achieved with accurate surface texture modeling laid on polygonal surfaces of **OVERLAPPING GRAVITY FIELDS.**

5 **'PROJECTILES'** are composed of rapidly moving and tightly focused pressor beams (force fields). Can be made non-lethal by reducing momentum signature–thus awareness of being hit is maintained without loss of life.

6 **EXTENSIVE FILES AND MODELLING PROGRAMS** allow for a great variety of realistic environmental as well as atmospheric and dust effects.

7 **PROGRESSIVE WAVED TRACTOR/PRESSOR BEAMS** allow for realistic exhaust/wind effects.

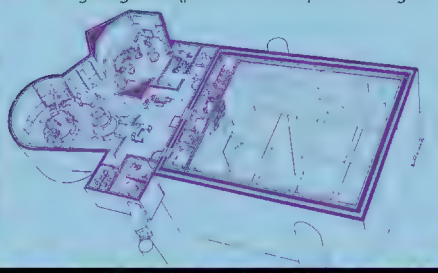
8 Projected **PINPOINT GRAVITY LENSES** allow simple laser beams to be redirected as other light sources.

9 **PRESSER BEAM ACOUSTIC ENGINES AND LENSING** allows for accurate noise level and frequencies.

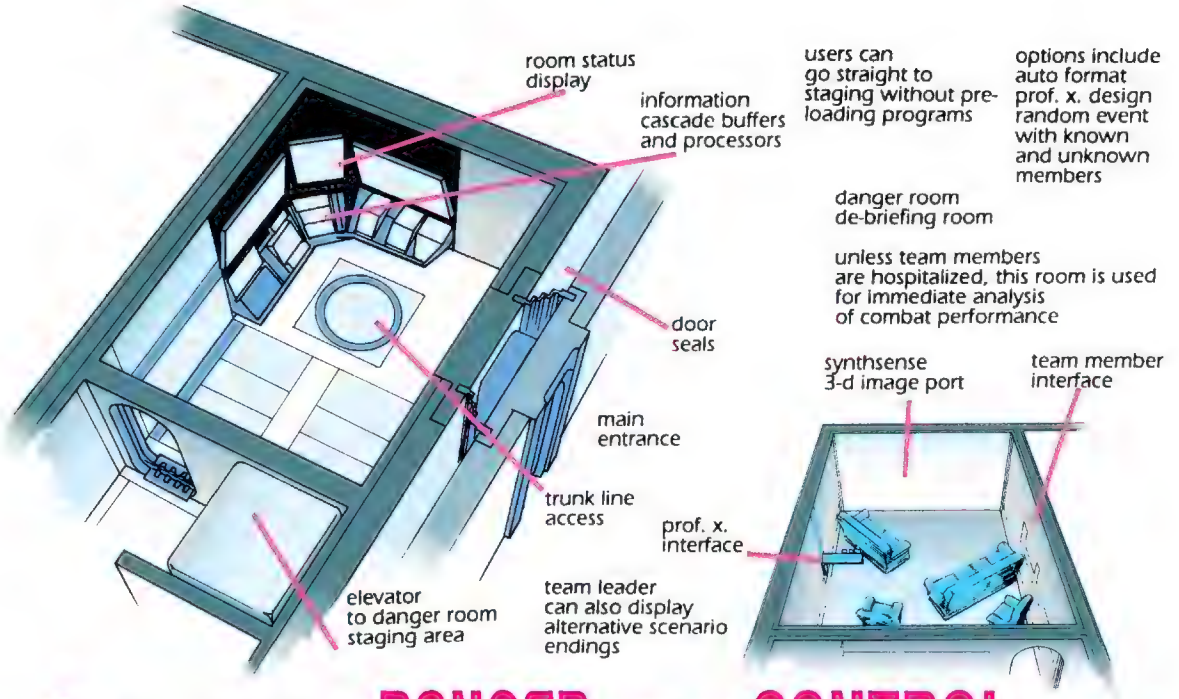
10 **TARGETING AND COMMUNICATIONS ANTENNAE** accurately modeled using gravity lensing–allows for direction-finding and ranging.

11 The Danger Room can synthesize random danger elements from its **INTERNAL LIBRARY** of weapons files, alien combat files, or random danger generator.

12 **DANGER ROOM WORLD VIEW MODEL LIBRARY** has digital models of over 50 million objects and their attributes, included are: garbage cans (plus sub-elements) and buildings.



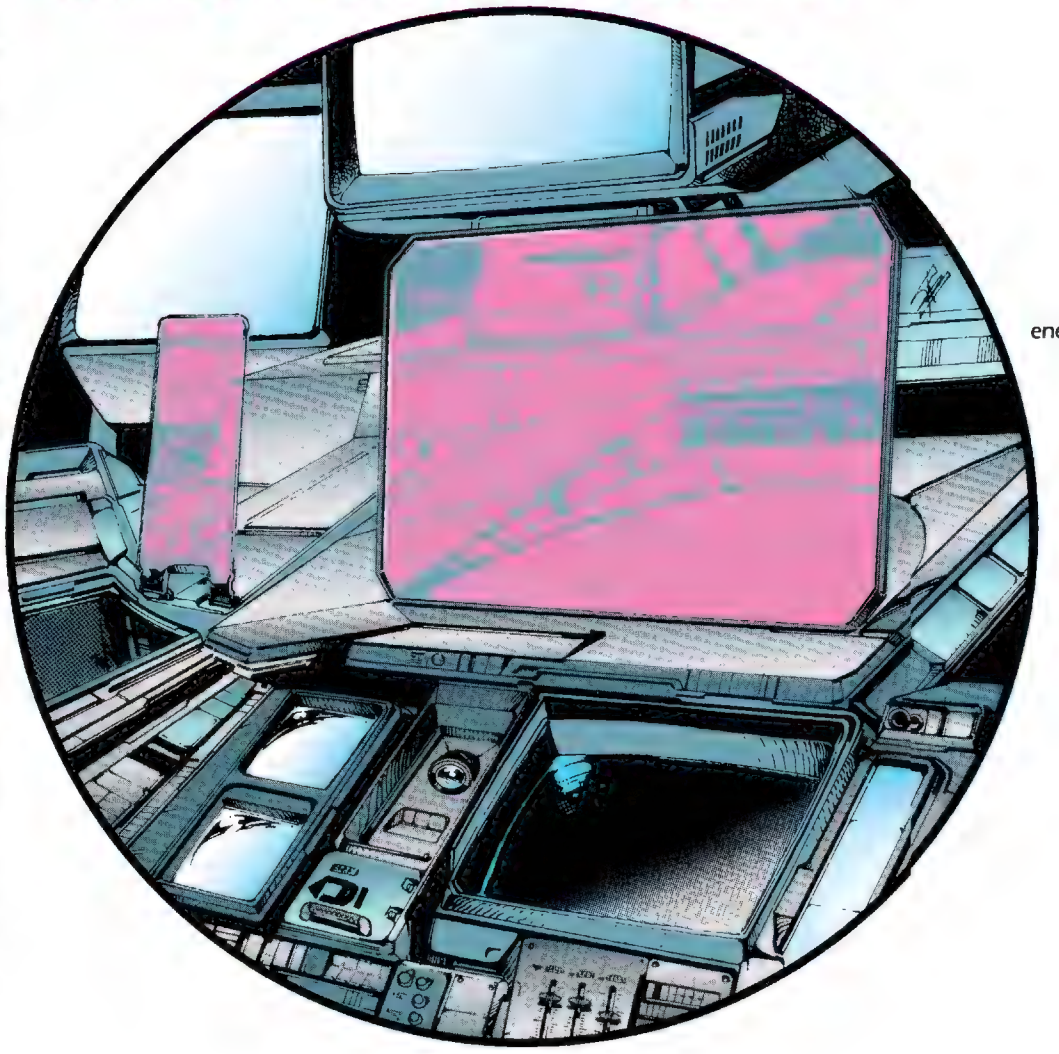
NOTE: Hologram file 117 gamma/subfile Brood can be altered to suit one or several participants. This is an example of the Danger Room being operated at an extremely high level of danger.

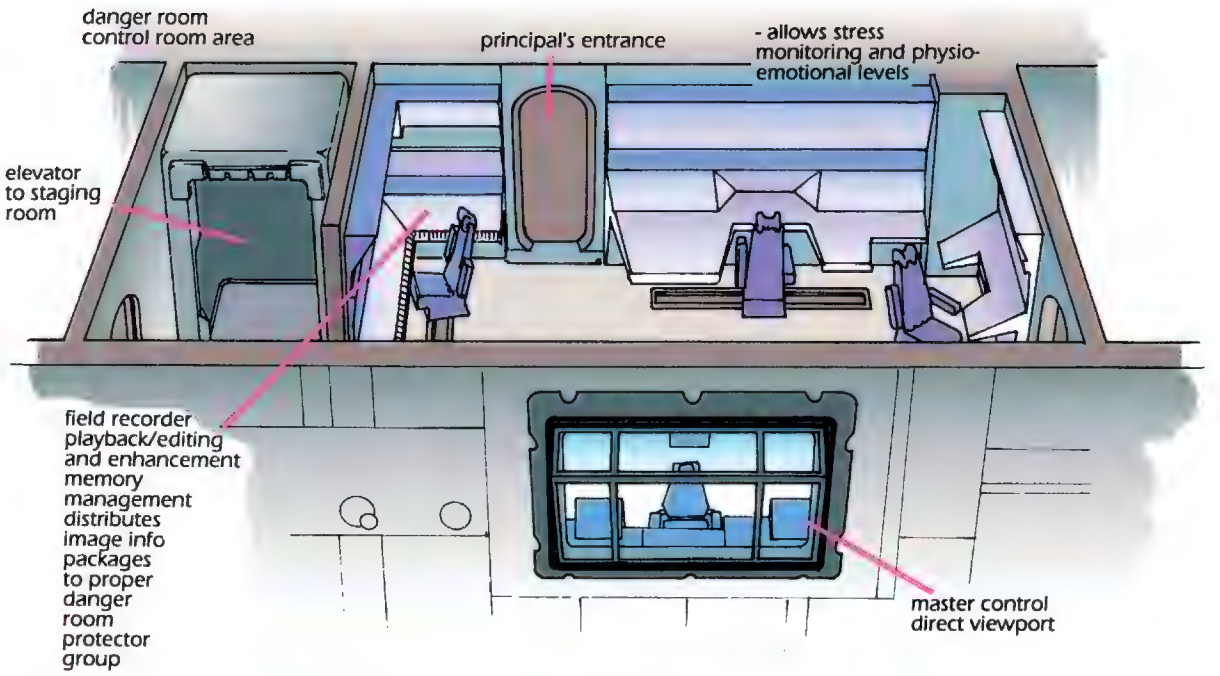


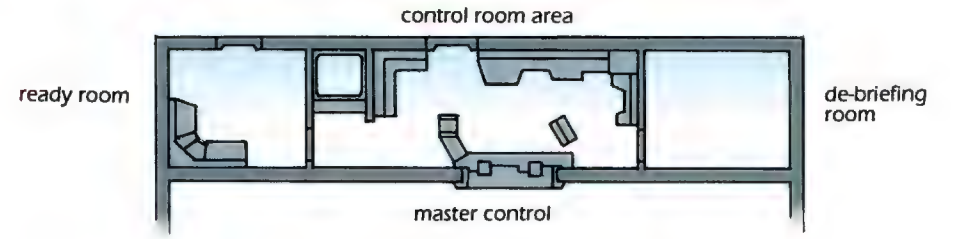
DANGERroomCONTROLannex

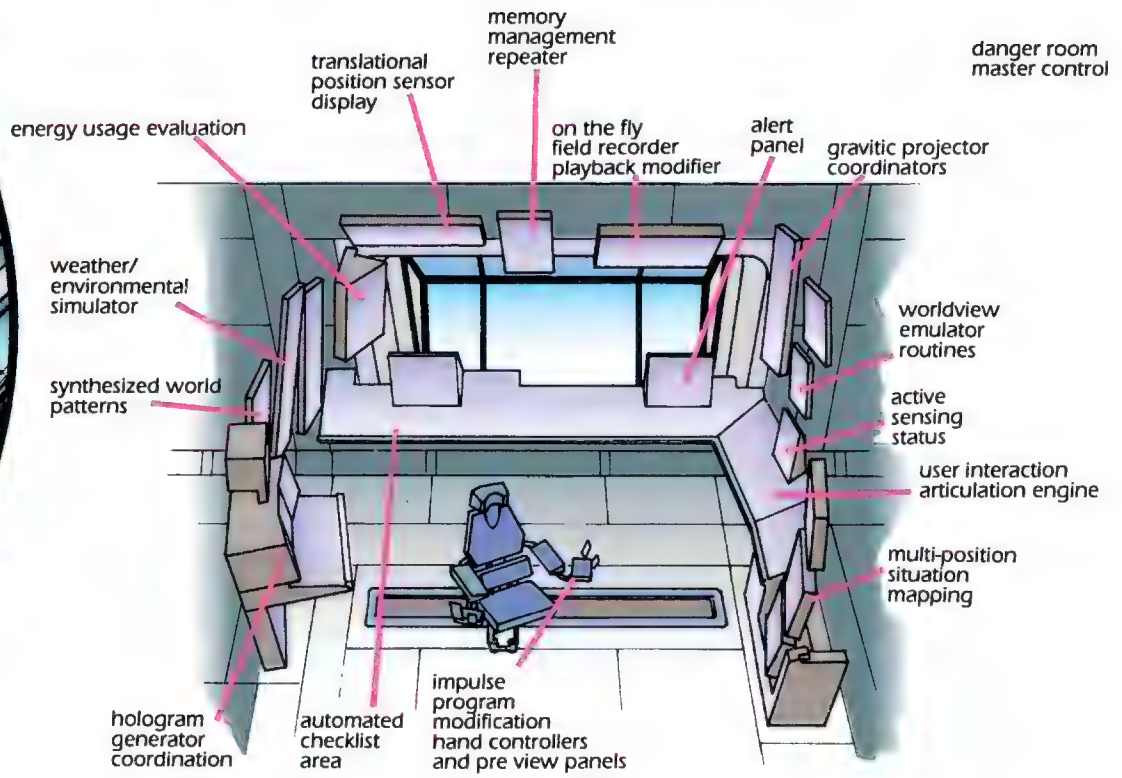
To the untrained eye it is a featureless room. To anyone who enters it, however, and engages its systems–it is clear that the Danger Room is the ultimate battle simulator.

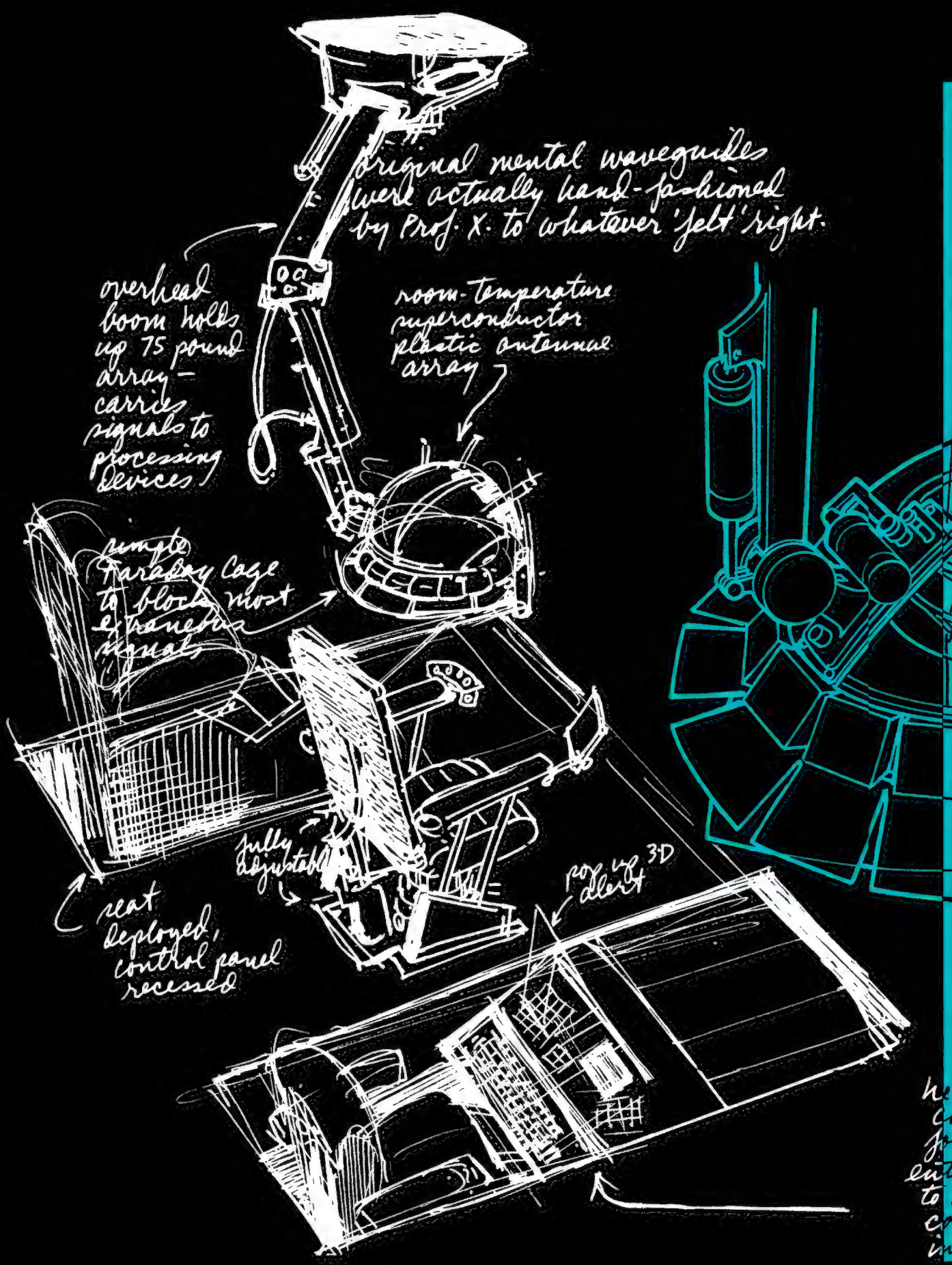
Behind unassuming gray paneled walls exist a multitude of exercise and combat paraphernalia designed to put even the most well-trained mutant through their paces. (Laser cannons, omnium spring vices, pyrotechnic extension lances and sensory deprivation cocoons are only a handful of Shi'ar based hardware secreted within.) Recently combined with Shi'ar holographic technology, the Danger Room can assume a three dimensional interactive environment conducive to the constant refinement of teamwork vital to the X-Men's daily operations.

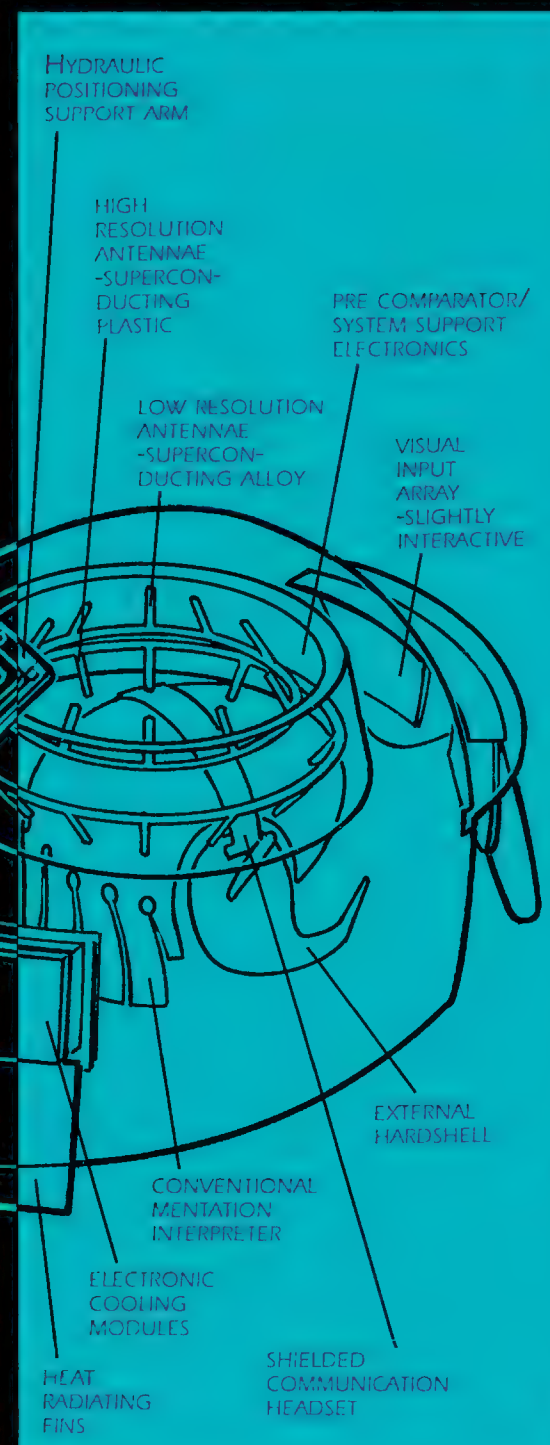












Since the earliest days of its creation, Cerebro was thought to be the ultimate means with which to catalogue and track genetic anomalies anywhere in the world. Constantly sweeping the globe by piggy backing pre-existing satellite projections, this ultimate mutant detector is sensitive to aberrations in electromagnetic brain wave activity most often attributed to biological mutations. Whether due to the prolific increase in the range of mutations over recent years, environmental deteriorations such as the erosion of the ozone layer, or the improbable event of orchestral machinations by any number of saboteurs, we have become painfully aware of the limitations of Cerebro.

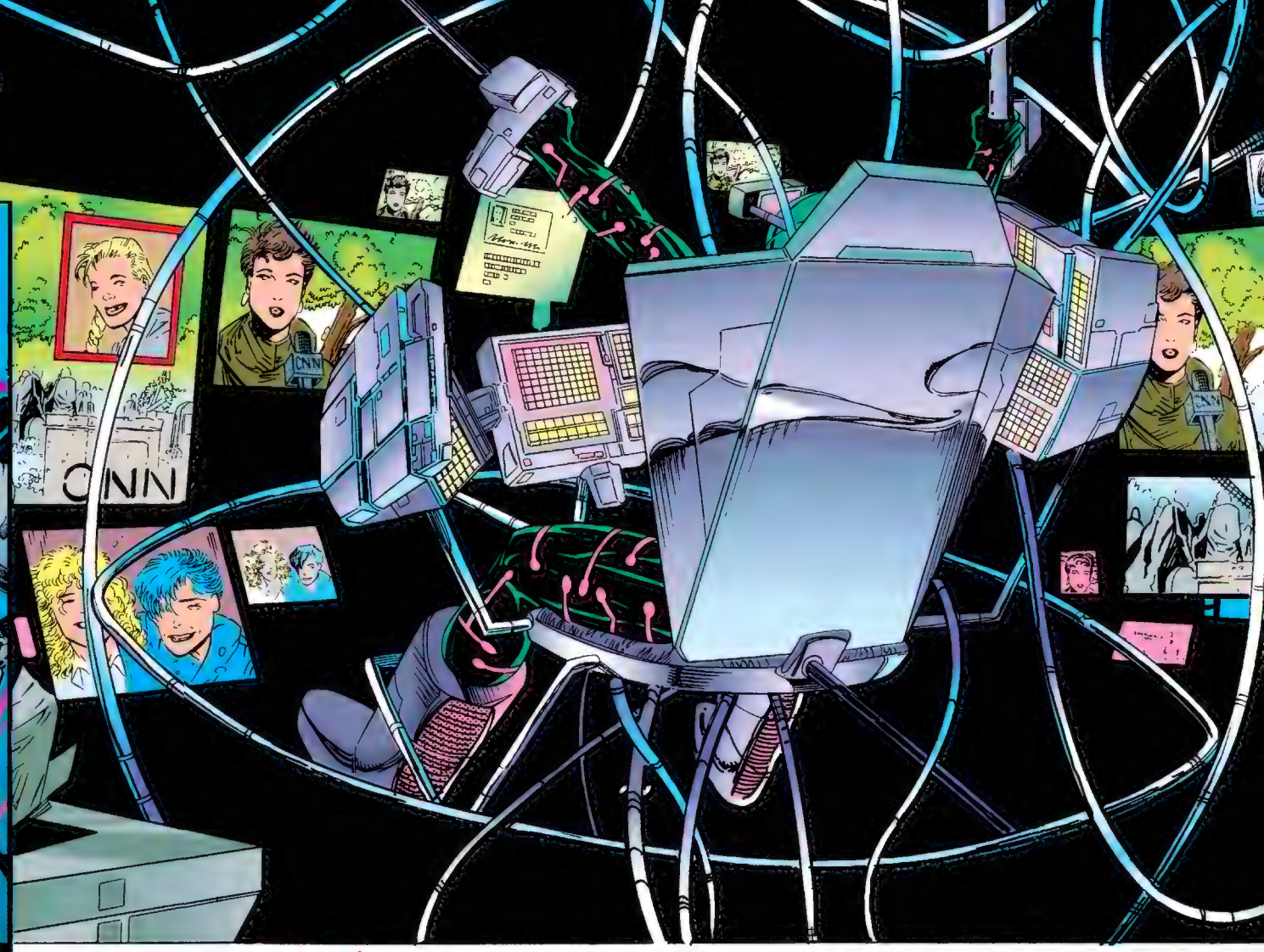
For your protection—as well as the classified subjects currently identified by Cerebro—unauthorized use is strictly forbidden. (In the unlikely event that the computer's integrity has been compromised, any attempt at first contact with a suspected mutant could conceivably serve as a beacon to an outside agency eager to establish a less than fortuitous relationship.)

While the computer's interactive headpiece is more easily wielded by psi-sensitive mutants, Cerebro is also user friendly to non-mutants with proper training.

NOTE: Extended use of Cerebro may result in a low-grade REM sleep irritation. If that should happen, please consult a campus physician before further use.

CEREBRO

PROFESSOR X'S READY ROOM



THE NERVE CENTER

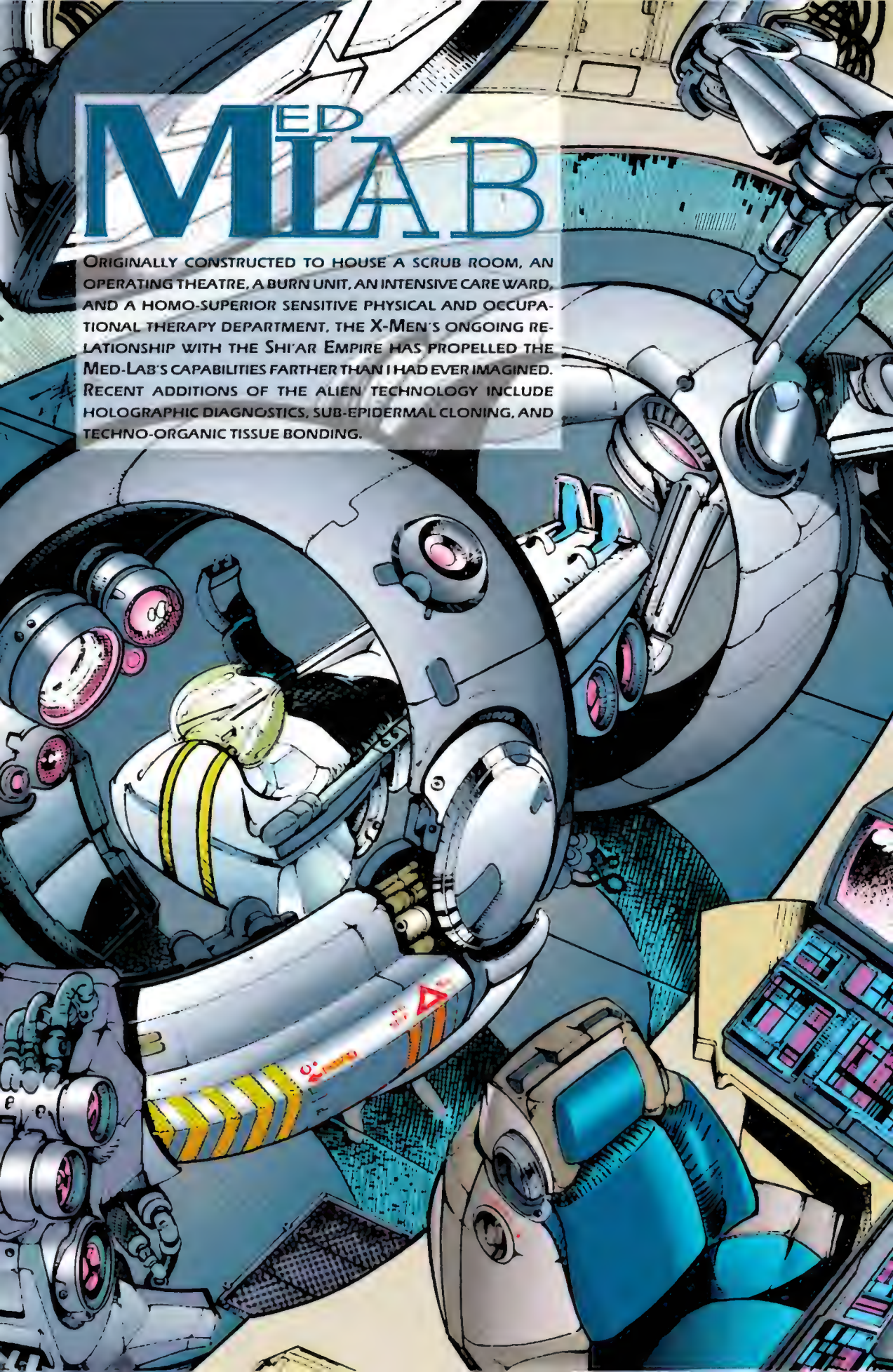
The mansion's most highly secured location provides instant access to everything from the Danger Room failsafe programs, to the War Room information override, to Mansion Security parameters. It's most important feature, however, is the interactive-CEREBRO augmentation chamber.

Highly sensitive files and documents from allies, both human and mutants, are stored here. There are several failsafe devices to ensure that these files will not be accessed. All computer coded messages coming in from underground operatives are filtered through here. So as not to betray the confidences of people who risk much for me and mine, no other computer in the mansion can accept or decode these messages. So sensitive is this area it is the only chamber equipped with self-destruct sequences. Any unauthorized entry will result in expulsion.

Until recently, I was the only resident of the mansion aware of the existence of the Ready Room. . .preferring to use the facility as a private study, a sanctum sanctorum from which to occasionally escape the mantle of leadership. With the ever escalating confrontations between increasingly volatile mutant factions, I have come to appreciate the need for an open door policy between myself and senior members of the X-Men.

This room has been designed for a psi-sensitive. Non psi-sensitive individuals can utilize some of this equipment with special psionic enhancers. This room is restricted and will only allow entrance to field commanders who have been trained to utilize this room at its highest functioning level.

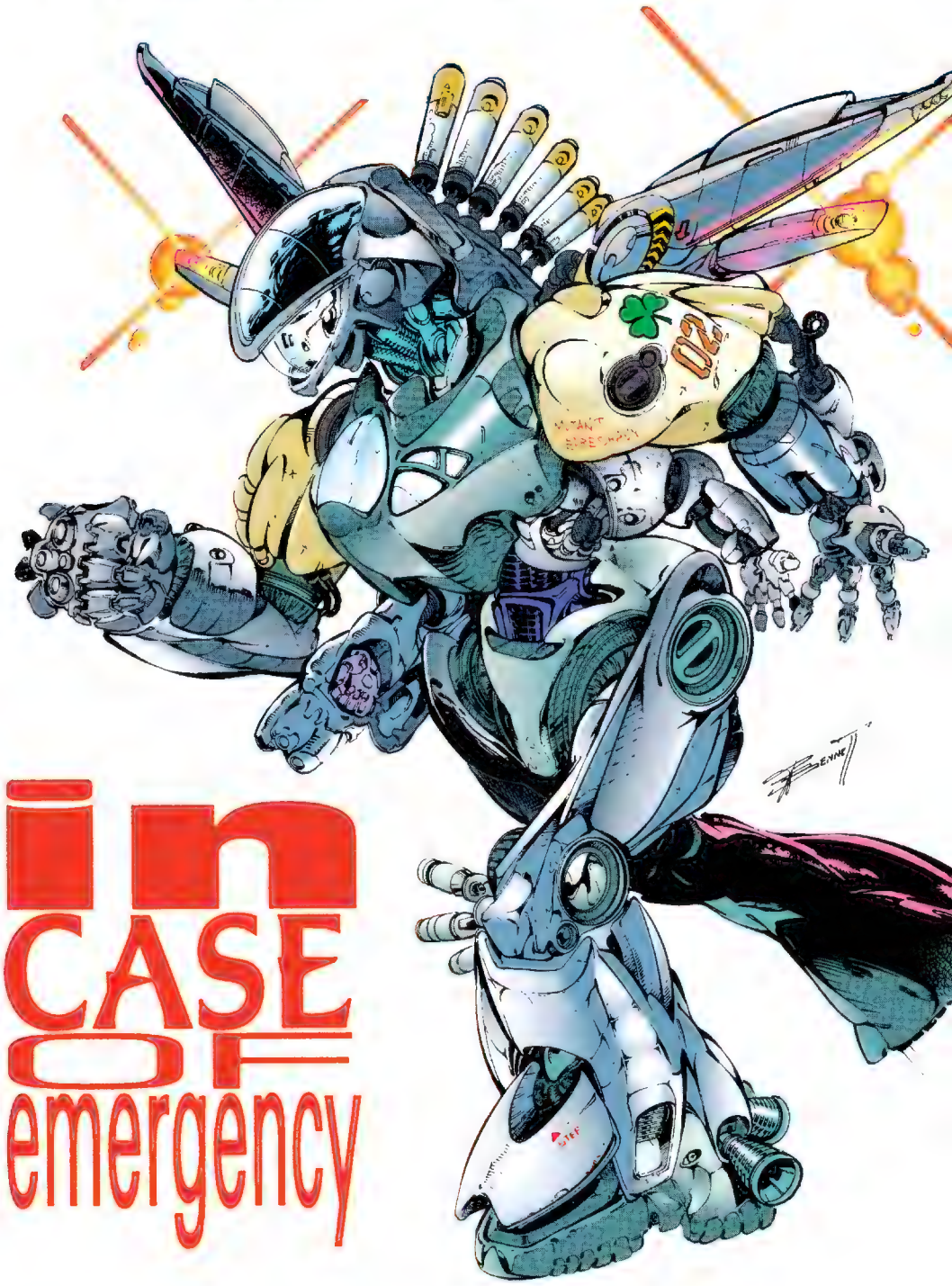
If it is true, and I believe it is, that "knowledge is power" — the Ready Room is, unequivicably the most powerful room in the mansion.


MED LAB
ORIGINALLY CONSTRUCTED TO HOUSE A SCRUB ROOM, AN OPERATING THEATRE, A BURN UNIT, AN INTENSIVE CARE WARD, AND A HOMO-SUPERIOR SENSITIVE PHYSICAL AND OCCUPATIONAL THERAPY DEPARTMENT, THE X-MEN'S ONGOING RELATIONSHIP WITH THE SHI'AR EMPIRE HAS PROPELLED THE MED-LAB'S CAPABILITIES FARTHER THAN I HAD EVER IMAGINED. RECENT ADDITIONS OF THE ALIEN TECHNOLOGY INCLUDE HOLOGRAPHIC DIAGNOSTICS, SUB-EPIDERMAL CLONING, AND TECHNO-ORGANIC TISSUE BONDING.

Ideally, this is the room in which the residents of the mansion should spend the least amount of time (outside the context of a teaching environment). Should circumstances arise that necessitate a visit to the Med-Lab as a patient, you'll discover it is a full service facility capable of accommodating every aspect of the medical arts and science known to man — and several that are not.

Though any number of specialists are on call twenty-four hours a day, we have discovered over the years that there is very little that cannot be handled "in house." NOTE: All extraneous off-campus medical personnel have been cleared on a Tertiary Security Level and should be considered "mutant friendly."

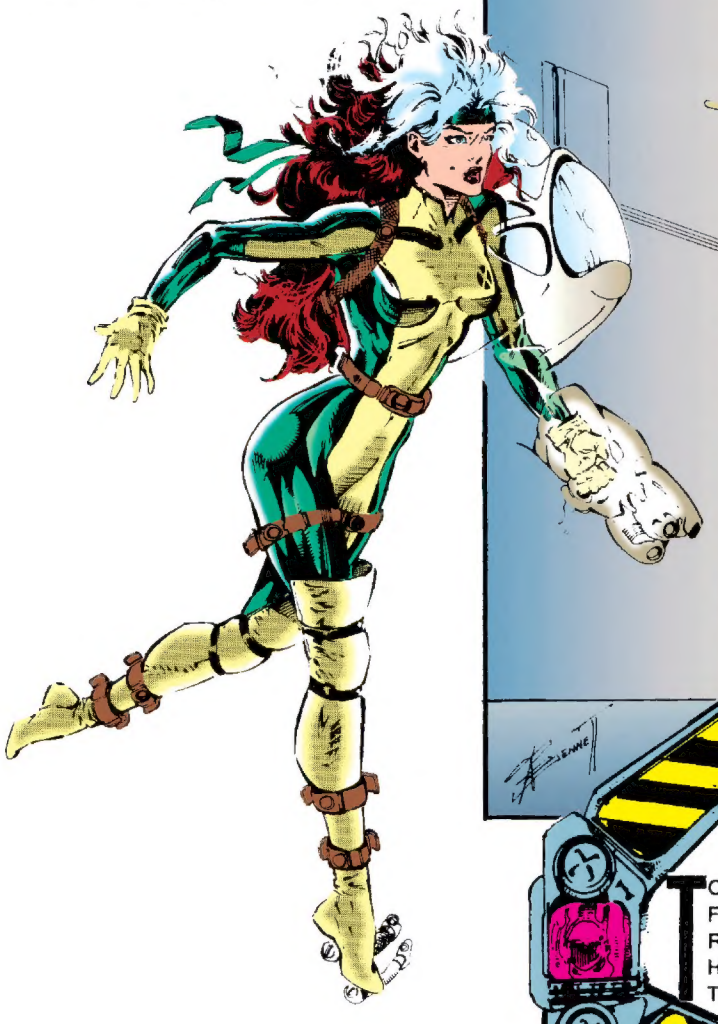
Every undergraduate student will be required to spend seventy-two hours a semester interning in the Med-Lab. This will count as 23% of your final grade. Extra-credit assignments in the past have included such research essays "Designer Genetics" by Henry McCoy, "Why?" by Katherine Pryde, and "Binary Diagnostic Encoding" by Douglas Ramsey.



in CASE OF emergency

MANSION POWER SYSTEMS: Due to the highly volatile nature of the Mansion's Shi'ar-based power system, it is important for every student to familiarize themselves with emergency maintenance and evacuation procedures. First among these are the techno-skeletal containment suits.

Designed to withstand extreme temperatures, these suits contain a virtual inexhaustible air supply. (The servitor generators are capable of accommodating geometrically progressive strength enhancement for fifty-three minutes before full overload and core dump.) Despite these precautionary failsafes, it is felt that only those students already possessing partial invulnerability and increased strength and stamina should attempt to engage in power-source maintenance tasks under any circumstances.



TO SEE HOW ROGUE FITS INTO THIS ANTI-RADIATION SUIT HOLD THIS PAGE UP TO A LIGHT SOURCE.

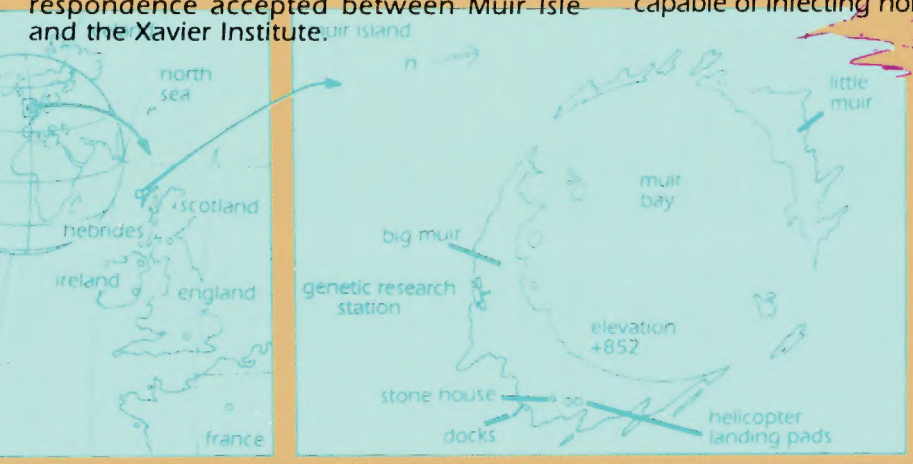
FIRE HAZARDS: The mansion is equipped with multiple redundant safety systems. Almost all possible fire hazards have been envisioned and computers are self sufficient. Pictured here is an example of the mansion's ability to be 94% energy recycling. All expelled sources of energy are recycled into the mansion's Shi'ar designed processing system for future use.

MUIR ISLAND

MUIR ISLE ANNEX

Since its inception, Muir Isle, located off the northwestern crest of Scotland has been the linchpin of the X-Men's support operations. Under the auspices of Dr. Moira MacTaggert and the European Cooperative of Biological Arts and Sciences, the genetic research facility is recognized around the world as the primary information warehouse for mutant related studies. Unfortunately, the ever prevalent state of human/mutant relations precludes any public affiliation between ourselves and this organization short of the high profile correspondence accepted between Muir Isle and the Xavier Institute.

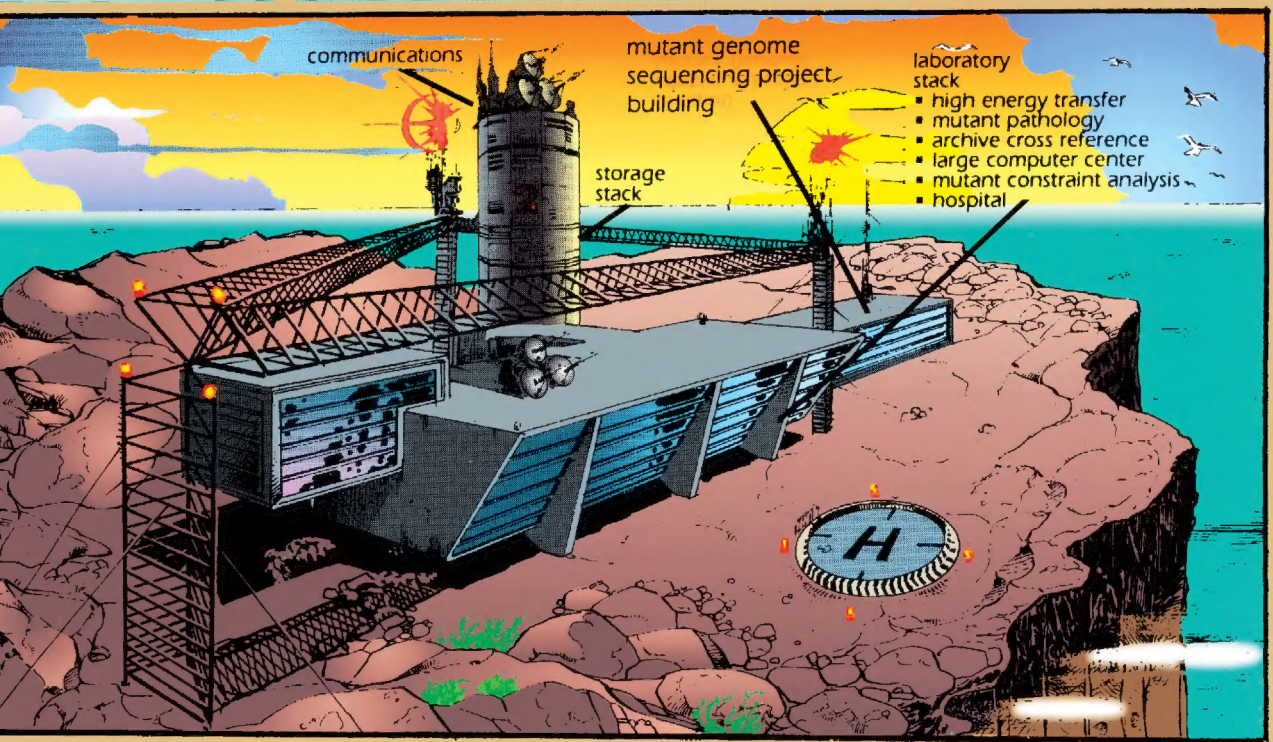
The mercifully slow progression of the mutagenic deceleration disorder known as the Legacy Virus has become paramount to Dr. MacTaggert and her staff. Working closely with our own Dr. Henry McCoy, and Forge out of Washington, D.C., everyone agrees the first priority is discovering how the disease is spread among the mutant populace. Muir Isle is also heavily involved in the treatment of the disease in the sincere hope they can contain the genocidal aspects of the Legacy Virus before it mutates to a point capable of infecting homo sapiens.

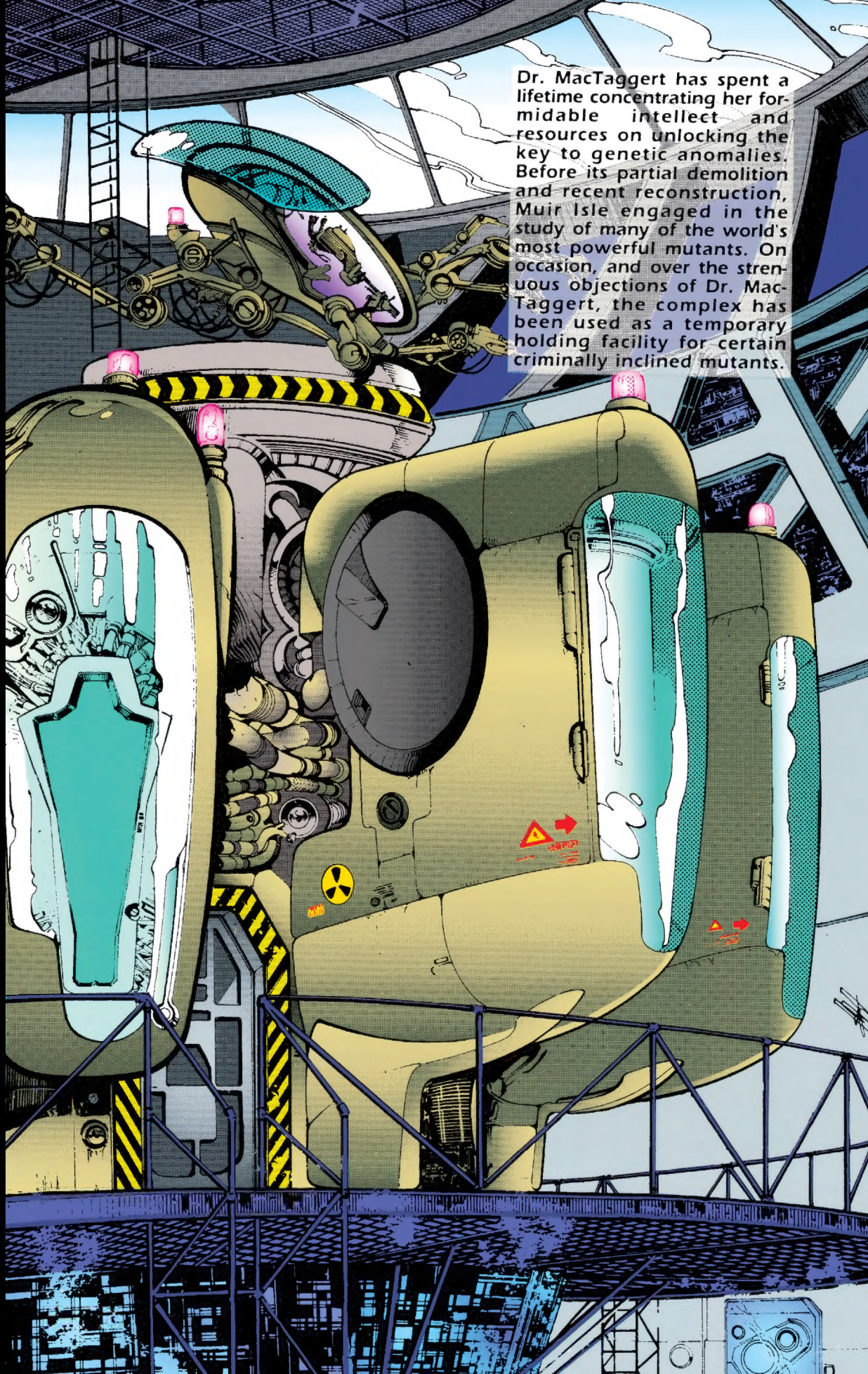


KRAIGER

STONE HOUSE
MUIR ISLAND

NOTE: A two month internship is available to all third year students having completed the necessary prerequisites. For an application, please come see me at anytime.




Dr. MacTaggert has spent a lifetime concentrating her formidable intellect and resources on unlocking the key to genetic anomalies. Before its partial demolition and recent reconstruction, Muir Isle engaged in the study of many of the world's most powerful mutants. On occasion, and over the strenuous objections of Dr. MacTaggert, the complex has been used as a temporary holding facility for certain criminally inclined mutants.

MASSACHUSETTS ACADEMY

Under our current expansion plans, the Xavier School for Gifted Youngsters is scheduled to relocate to the former Massachusetts Academy shortly. Once a private school in Snow Valley, nestled away in the Berkshire Mountains, this new complex will now act as the new cornerstone in the next stage of the dream, Generation X. Current plans call for Sean Cassidy, long time adjunct member of the X-Men, to take over as headmaster for our Massachusetts campus.